Michael Cooper

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EDUCATION

Rochester Institute of Technology (RIT) — Rochester, NY   **Graduated May 2018**
Bachelor of Science in Game Design and Development   **GPA: 3.99/4.00**
Minor in Economics, Political Science, and Management Information Systems   **Dean's List all terms**

SKILLS

Languages: C#, C++, Java, JavaScript, SQL, R, HTML, CSS
Tools: Visual Studio, Eclipse, Unreal Engine 4, Unity, Git, JIRA, Photoshop CC, Maya

PROFESSIONAL EXPERIENCE

Software Engineer   **Jan 2019 - April 2019**
Craftsman Plus - New York, NY
- Built interactive advertisements (playables) in JavaScript for popular brands.
- Worked on tools that build playables for ad networks such as Google, Facebook, and Unity.
- Worked on an online tool that enables users to build their own playables.

Lead Gameplay Programmer/Level Designer   **Sept 2017 - Dec 2018**
MAGIC Spell Studios — Rochester, NY   *fragileequilibrium.net*
- Launched Unity game Fragile Equilibrium, a side-scrolling shoot-em-up game, on Xbox, Steam, and itch.io.
- Worked on original student project that was selected for funding and publishing by MAGIC Spell Studios.
- Developed gameplay systems including level sequences, weapons, enemies, and effects.
- Worked directly with programmers, designers, artists, and music composers.
- Designed and implemented levels and boss fights.

Virtual Reality/Unreal Developer Intern   **Jan 2016 - June 2016**
Virtual SurgerySIM Inc. — Remote
- Worked in Unreal Engine 4 to make a VR medical training application.
- Developed using Oculus Rift, HTC Vive, and Leap Motion hardware.
- Designed and built the user experience using Unreal C++ and Blueprints.

Teaching Assistant   **Jan 2016 - May 2018**
Level Design Seminar and Class — Rochester Institute of Technology, Rochester, NY
- Critiqued and graded level-design projects.
- Gave in class lectures on topics such as spawn systems and weapon placements in multiplayer games.
- Gave technical help in various homework projects that used Unity, Unreal, and Source engine tools.

FEATURED PROJECTS

Mokosh   **July 2018**
Rochester Game Developers Game Jam Project   *kpable.itch.io/mokosh*
- Created a platforming game during weekend game jam on team of seven people in Unity.
- Developed system where the player avatar can change their size to solve puzzles.
- Implemented gameplay elements like enemies, falling platforms, and elemental powers.

Outpost 26   **Spring 2015**
- Collaborated with a team of six developers to create a game for Unreal Engine 4.
- Acted as level designer by developing the layout, most of the assets, and the level using Unreal's Blueprint.

Billy's 3D Billiards   **Fall 2015**
- Worked on a team of four on a Billiards physics game in a custom engine made with C++ and OpenGL.
- Programmed the Billiards gameplay; developed the physics and collision systems.

ACTIVITIES

- IGM Student Ambassador (2016-2018)
- STAR Science Fiction Club, Fantasy Club, RIT Fencing Club, Brick City Boppers Swing Dance Club, RITgraph Graphics Club, Philosophy Club, MUN Club (2014 National MUN Conference Attendee)