

Michael Fisher

AI/Gameplay Programmer

<https://michaelfisher.me> | hello@michaelfisher.me



TECHNICAL SKILLS

- Languages: C++, C#, C, Python, Ruby, Rust, Java, HTML/CSS, Scheme
- Platforms: Microsoft Windows, Xbox One, Linux, Apple macOS
- Programs: Unreal Engine 4, Unity3D, Visual Studio, Perforce, Git, Jira

EXPERIENCE

Crowd Control, Warp World, Menlo Park, CA (remote, company based in Chicago, IL)

Unreal Engine Programmer

March 2020 - Present

- Designed and implemented an Unreal Engine 4 plugin for Warp World's Crowd Control product in C++, for use with C++ and blueprints
- Wrote a demo package and documentation for the plugin to ease integration of the plugin into third-party games

Malediction, Desert Beagle, Orlando, FL

Lead Programmer – AI Programmer

November 2018 – December 2019

- Led a programming team of 4 in developing *Malediction* in Unreal Engine 4 using C++ and blueprints. This allowed rapid iteration on designs to improve the game during development
- Programmed the AI enemies and bosses with behavior trees to achieve puzzle design goals
- Designed the AI architecture to allow for flexibility in design. This allowed for rapid changes to the AI's behavior with few changes to the code base
- As of April 10, 2020, *Malediction* has over 38,000 downloads on Steam

Frankenship, Salty Hamster Games, Bloomington, IN

Programmer

August 2015 – May 2016

- Worked with an 8-person team to create *Frankenship* in the Unity Engine using C#
- Developed a front controller to allow for players to interact with the game using a keyboard or a controller
- Wrote code for the health system, camera movement, menu interactions, and movable object spawning throughout the development of the game

Center for Research in Extreme Scale Technologies, Indiana University, Bloomington, IN

Research Intern

June 2014 – May 2015 & August 2015 – December 2015

- Refactored code and tested existing software solutions for a mobile testbed
- Assisted in design of a mobile testbed for a high-performance computing platform
- Developed the serial communications program in C to interact with the testbed

ACADEMIC PROJECTS

Advanced Game Programming, University of Central Florida – FIEA, Orlando, FL

January 2019 – April 2019

- Developed a data-driven game engine in C++
- Wrote systems to allow for data to be imported into the engine utilizing JSON format
- Utilized multiple software design patterns in the development of the game engine

EDUCATION

University of Central Florida – Florida Interactive Entertainment Academy (FIEA), Orlando, FL

Master of Science in Interactive Entertainment

December 2019

Indiana University, Bloomington, IN

Bachelor of Science in Computer Science and a Certificate in Game Studies

December 2016

Honors and Awards:

- Dean's List, Fall 2013 & Fall 2016