MICHAEL MA

PERSONAL DETAILS

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PERSONAL PROFILE

A passionate and hardworking final year student studying Computer Games Design and Programming at Staffordshire University. Having experiences of creating games from start to finish and prototypes within a short amount of time using both Unity and Unreal Engine 4. I am aiming for the gameplay programmer position. With lockdown and quarantine, I have developed my skills to manage my time and communicate with group project members online.

KEY SKILLS

- 3 years of experience with C#
- 3 years of experience with Unity and Unreal Engine 4
- 3 years of experience with blueprint
- Great teamwork skills from both game jams and projects with others in the University and using project management tools like Jira and Trello
- Familiar with agile practices like sprints
- Experience with GitHub and Source Control
- Clear communication skills with fluent English, Cantonese, and Mandarin
- Able to be determined and critically think while solving problems

WORK EXPERIENCE

JULY – AUGUST 2019

Game Tester – Aither Entertainment

I was a member of the testing team and my responsibilities to test the game's various features, finding bugs and reporting them as well as documenting the GUI changes. I learned to document bugs and report them in an Excel document in a studio environment and communicating with the other bug tester on the team to take on the tasks.

EDUCATION

- Staffordshire University - Stoke-on-Trent, UK - year 3 (2018-2021)

Currently studying Games Design and Programming at Staffordshire University and finishing the year three content.

- Giggleswick School - North Yorkshire, UK (2012- 2018)

Finished both GCSE and A-levels doing physics, maths and design & technology.

- IELTS – 7.5 Overall

RECENT MODULES

- Advanced Games Technical Design:

Producing two prototypes, videos and documentations to develop systems which solve unique problems with a game industry setting. This involves using blueprint in the Unreal Engine 4 as well as other software like 3DS Max and Motion Builder to import in the asset.

- A.I Scripting For Games

Designing and developing our own autonomous agents for in-depth tactical Artificial Intelligence (AI) using a custom 2D space battle framework developed by the tutor inside of Unity using C#. Part of our task was to define and refine the functional programming constructed provided to us inside of the framework with object-oriented code and the use of state machine.

- Senior Collaborative Games Development & Testing

Working as a group of 15 people, creating a vertical slice of a game containing key gameplay features and polished game art using the Unreal Engine 4. My role as a senior programmer was to determine the junior's responsibilities as well as communicating with the rest of the team. This also includes pitching the game at the end of the prototype period (1 week) and reviewing code with the juniors providing feedbacks on the code and asset.

EVENTS	• Ukie Game Jam - (18th November – 19th November 2020)

Created a single-player game in Unity with the theme of "Diversity and Inclusivity" with a deadline of just under 32 hours with three other members. I contributed by programming in gameplay elements and help to migrate the asset from Blender into Unity. This helped me to develop my skills to work under pressure as well as meeting a deadline. This jam was done online due to COVID-19 and therefore requiring communication with the other members online.

• Global Game Jam - (29th January – 31st January 2021)

Created a local coop game in Unity with the theme of "Lost And Found" in 48 hours with two other members. We created a pirate game which you and another player would steer the ship and find the lost treasure while fighting other pirates and fixing the ship. I programmed the games core mechanic as well as setting up source control for the team and doing most of the pixel art asset. This jam allowed me to improve my skill in using Source Control and GitHub. This jam was also done online which required communication with other members online.

HOBBIES AND INTERESTS	• "Untitled FPS Game" Personal Project – A first-person shooter game I started making inside of Unity last summer where I created my own asset for most of the game. This gave me a better understanding of first-person games as well as migrating assets into the Unity Engine.

https://michaelcyma129.wixsite.com/michaelma/projects

- Drawing pixel art and animation inspired by other 2D games.
- Modelling in Blender with a low poly pixel texture aesthetic using an add on named "Sprytile"
- Travelling, most notably Japan and China for the food and scenery.
- Playing multiplayer games with friends and discovering indie games.
- Swimming, playing squash, and going to the gym