Michael Harris

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SKILLS

- **Unreal Engine 4/5:** 2 years of professional experience, 2 years independent, 11 game jams.
- **C/C++:** using Unreal and SDL.
- **Unity:** 4 years' experience, multiple independent projects and game jams
- **Software Engineering:** 12 years professional experience, Java, SQL, React/Javascript, Git, Agile processes.

PROFESSIONAL EXPERIENCE

Origin Story Games   **Unreal Engine 5**
Gameplay Programmer   *July 2021 – Present*
- Worked as a gameplay programmer assisting development on unannounced multiplayer Survival game, led by ex-AAA developers
- Collaborated with designers to build features in a way that allowed them to work more efficiently and tweak functionality through the editor
- Implemented HUD messaging system for showing notifications, kills, item pickups and drops, damage, etc.
- Created player spawn system to choose spawn points based on player distance and allow spawning as alternate creature types (for testing purposes).
- Redesigned advanced movement mechanics like wall-running, sliding, vaulting, and mantling.
- Tested new functionality to ensure stability using Unreal and Angelscript integration tests

LBi Software   **Various Technologies**
Senior Software Engineer   *June 2011 – Present*
- Develop, design, and maintain multiple web applications for Major League Baseball using various technologies.
- Work independently with several large teams of developers from both MLB and LBi.
- Operate on the full-stack: creating front-end views, back-end REST APIs, and database migrations.
- Guide newly hired junior engineers, review their PRs, teach them best practices, and help them develop their skills.
- Implement complicated systems like a game scheduler and a pub-sub draft pick system used in MLB draft.

PROJECTS

Lexicon (Game Jam – 9-person team)   **Unreal Engine 5.1**
Generalist Programmer   *May 2023*
- Collaborated with a multidisciplinary team featuring a Producer, Artists, Designer, Audio Engineer, and other Programmers to create a unique rhythm / narrative game for Ludum Dare 53
- Created datatable structure for storing spline/word data, target words per level, and narrative prompts
- Implemented a grading system comparing user-drawn splines with stored splines to determine success/failures

Junk Slam (Game Jam – 3-person team)   **Unreal Engine 4.26**
Gameplay Programmer   *February 2021*
- Worked on a team of 3 consisting of a programmer (me), a 3D artist, and a Lead/Level Designer.
- Designed gameplay functionality in C++ so Level Designer could hook into it via Blueprints and tweak.
- Responsibilities included player movement, camera, collisions, level transitions, ship attachments, UI, some optimization work, and source control conflict resolution (Git).

First Rock from the Sun (Independent Project / Game Jam)   **Unreal Engine 4.25**
Generalist Programmer   *October 2020*
- Developed a 2.5D platformer using C++ with a unique mechanic where sun's light hurts the player.
- Optimized game from 80ms/frame to 12ms/frame on a 10-year-old laptop.
- Published a blog post on my website documenting and explaining my optimization process.

COMMUNITY

Game Developers Conference   **San Francisco, CA**
Conference Associate   *March 18th - 24th, 2023*

EDUCATION

Stony Brook University - *B.S. in Computer Science*   **Stony Brook, NY**