

Michael Fletcher

Software Engineer / Game Developer

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Technical Skills

Languages

- C (Advanced)
- C++ (Advanced)
- C# (Intermediate + 2)
- HLSL (Advanced)
- XAML (Intermediate – 1)
- GLSL (Intermediate – 1)
- Python (Intermediate – 1)
- JavaScript (Intermediate – 1)
- HTML5 (Very Basic)

General Skills

- 2D/3D graphics, game engine architecture, messaging, custom math libraries, serialization, component based systems, memory management, multi-threading, networking, game logic, technical writing, documentation

APIs and Tools

- Direct3D 11, 10, and 9 (Intermediate)
- Microsoft Visual Studio (Advanced)
- Microsoft Windows Presentation Foundation (Intermediate)
- Universal Windows Platform (Intermediate)
- Unity3D (Intermediate)
- Zero Engine [Python] (Advanced – 2)
- Win32 (Advanced)
- STL (Advanced)
- ASP.NET SignalR (Basic)
- Winsock (TCP/UDP) (Basic)
- Maya (Basic)
- 3D Studio Max (Basic)
- AntTweakBar (Intermediate)
- Team Foundation Server (Intermediate)
- Perforce (Intermediate)
- Subversion (Advanced)
- Mercurial/TortoiseHG (Intermediate)

Team/Production Experience

- SCRUM/Agile Development

(Paid) Professional Work Experience

[AVA Retail / Amreli Technology Solutions \(Software Engineer\) – December 28, 2015 to June 07, 2016](#)

- Worked on mobile and desktop applications using C#, C++, Managed C++, Kinect SDK, UWP, WPF with D3D11 inter-op, and ASP.NET SignalR
- Built internal C# editor and C++ D3D11 rendering engine single handed

[343 Industries \[Microsoft Contract - Myriad Consulting\] \(Tools Engineer\) – March 17, 2015 to December 10, 2015](#)

- Tools Engineer on internal Halo game editor and engine using C#, C++, Managed C++ and WPF

[Wargaming Seattle \(Associate Engineer\) – Fall 2013 to Fall 2014](#)

- Graphics programmer (and tools, core tech/engine, C++, etc.) for unannounced AAA title.

[DigiPen Institute of Technology \(Research & Development Intern\) – Summer 2013 to Fall 2013](#)

- Documentation for Zero Engine (Python Version – Deprecated) – Wrote Python code snippets teaching game logic, vector math, 3d cameras, etc., and created tutorial lesson/projects while helping with curriculum development for GAM100 college course.

[DigiPen Institute of Technology \(ProjectFUN Teacher/Dev\) – Summer 2012 to Summer 2013](#)

- 3D Video Game Programming Instructor and curriculum developer
- Taught game development using C++, C#, and Unity3D to 5th – 11th grade students
- Developed frameworks in Unity for use by DigiPen's Junior (5th – 7th graders) 3D Game Design summer workshop (used by more than 120 students)

Student Projects

Team Projects

- [Rekkage – Team Size: 9 - \(Spring 2013 – Fall 2013\)](#) – 3D graphics programmer in 3D C++ game engine built from scratch.
 - Runner-Up “*Game of the Year*” (DigiPen Game Awards 2013)
 - “*Best Junior Technology, Physics, and Game in a Custom Engine*” (DigiPen Game Awards 2013)
 - “*Most Addictive and Best Multiplayer Game*” (DigiPen Game Awards 2013)
 - Featured at PAX Prime 2013 and PAX East 2013
- [Aztech – Team Size: 14 - \(Fall 2012 – Summer 2013\)](#) – 3D art-pipeline and 3D animations programmer in 3D C++ game engine built from scratch
- [Berserk – Team Size: 5 - \(Fall 2011- Spring 2012\)](#) – Graphics, special effects, game-play, and tools programmer in 2D C++ game engine built from scratch

- [Jasper – Team Size: 4 - \(Fall 2011\)](#) – Technical Director, graphics, art-pipeline, tools, collision detection, and sound programmer in 2D C game engine built from scratch in Win32 Console

Game Jams

- [PsycheSticktrisellie - \(Summer 2012\)](#) – In Unity3D, in less than 24 hours, I did programming, visual design, sound effects, in-game music, and game design based on random theme.

Solo Projects

- [Battle Top Barrage \(Fall 2010\)](#) – Game made in 2D C++ game engine over a single semester

Education

[DigiPen Institute of Technology USA, Redmond, WA](#)

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation (Fall 2010 – Spring 2014)

[DeVry University](#)

- Bachelor of Science in Game and Simulation Programming (Fall 2009 – Summer 2010)