MICHAEL ALLEN
TECHNICAL GAME DESIGNER

CONTACT
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TECHNICAL SKILLS

Design
- Technical Design
- Level Design
- Systems Design
- Combat Design
- Animations

Languages
- C++
- C#
- Blueprint

Game Engines
- Unreal
- Unity

Production Tools
- Trello
- Jira
- Confluence
- Perforce
- Git

Soft Skills
- Collaboration
- Critical Thinking
- Communication
- Quality Assurance
- Agile/Scrum
- Leadership

Associations
- Member of the National Society of Collegiate Scholars since April 2022.

PROFESSIONAL EXPERIENCE & PROJECTS

Allenindiedesigns.com

TECHNICAL DESIGNER | SYSTEMS DESIGNER
Full Sail | Project Medeis | 2024

- Designed a level system using earned currency.
- Created trigger system to handle enemy spawning, opening/closing of doors, lights, etc.
- Created respawn system using checkpoints.
- Designed instance editable spawners to handle enemy types and allow setting enemy stats and weapon types.

TECHNICAL DESIGNER | SYSTEMS DESIGNER
Full Sail | Druid's Grove | 2024

- Designed and prototyped animal transformation system.
- Designed and implemented character, health, and mana systems.

TECHNICAL DESIGNER | LEVEL DESIGNER
Full Sail | Forsaken Horizon | 2023

- Created Level Design Document and implemented.
- Created metrics system to measure time to complete level and what objectives were completed.
- Designed level to specification of Level Design Document.

EDUCATION

FULL SAIL UNIVERSITY | 2020 – 2024
Bachelor of Science: Game Design
- GPA: 3.97
- Valedictorian