MICHAEL WAN

GAME DESIGNER

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. in Computer Science (GPA: 3.33)   Fall 2017

Relevant Coursework: Graphics, Video Game Design and Development, Linear Algebra, Algorithms, Security , Networking, Database Systems, Artificial Intelligence, Data Structures, Concepts in Computing with Data , Machine Structures, Discrete Math and Probability Theory

EXPERIENCE

NAUGHTY DOG

Game Designer   2021-2023

Owned end-to-end design and scripting of large-scale gameplay systems for a live service project. Worked with various disciplines to iterate on high fidelity game systems, interactions, and mechanics. Coordinated closely with art and layout to develop and maintain levels utilising my systems. Built dashboards to collect and analyze data to inform design decisions.

ME!

Independent Game Developer   2020 - 2021, 2024

Full time development on independent projects. Focus on design and implementation while working solo or in small teams.

AMAZON

Software Development Engineer II   2017- 2020

Designed and implemented a logging infrastructure on the Amazon Digital Goods team with Java and AWS. Created a database and integrated it with a UI to visualize the data. Engineered passive monitoring solutions to analyze the health of the internet from a customer's perspective. Ingested and processed large quantities of data and alarmed on internet availability patterns. Worked with Spark and various AWS services like EMR, Lambda, S3, Kinesis, DataPipeline, and SQS.

HEROKU

Software Engineering Intern   2016

Contributed fixes and updates to the Heroku Dashboard application, working mainly with Ember and Ruby. Implemented and helped design Team Overview for Heroku Teams, an interface aggregating relevant metrics into a single space. Conceptualized ideas to drive metrics for the new product.

STROLL HEALTH

Software Engineering Intern   2016

Fixed and added features to the physician portal, using Angular, HTML, and CSS. Collaborated with a small group to continue improving the application for consumer use.

UNIVERSITY OF NEVADA, RENO

iOS Development Intern   2015

Developed a pair of mobile apps that record and distribute traffic information data for the use of law enforcement and the public. Wrote a multi-threaded TCP server that handles basic data request and submission from multiple clients.

LANGUAGES, TOOLS, FRAMEWORKS, ENGINES

Unreal	Perforce
Unity	Git
Java	Photoshop
Python	AWS
C/C++	Unix
C#	HTML/CSS
SQL	Javascript
Ruby	Office Suite
R	Tableau

PROJECTS

ULTRALIFE
Unreal

A fast-paced rail shooter designed to be played with a light gun. Play as a detective and wield a variety of weapons and magic to uncover a corporate conspiracy in a futuristic magic world. Focus on high-octane, intuitive gameplay with a magical twist. WIP.

RUNNING BECAUSE I'M SCARED
Unreal

A quick jam project made over the course of a week with a friend. Horror themed infinite runner with a twist - you must look behind you to stay alive. Collect items to aid in your escape.

MAHJONG 2
Tabletop Simulator, Python

A party deck-builder spin on the classic game of Mahjong. Currently physical and built in TTS with a companion Python web-app for rapid iteration. Simple at its core, Mahjong 2 expands on the base ruleset of Mahjong and introduces more chaos, strategy and excitement. WIP.

KINETIC
Unreal

A 2D movement platformer where you grapple, dash, and wallrun your way through obstacles and enemies as quickly as you can. Focus on flow and precise, snappy controls. Currently proof of concept with demo levels.

PHOTORGANIZE
Python

A CLI that organizes and modifies batches of photos based on different properties recorded in EXIF data: image type, ISO, aperture, etc, automating separating and sorting images into different directories.

GROCERY SPLIT
HTML&CSS, Ruby on Rails

A web app that manages lists of items and prices within groups. Facebook account linking is integrated allowing a quick setup and a simple way to find and invite friends.