Michael Felice

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Summary

A creative, reliable, passionate Game Programmer with professional skills programming video games, managing teams, innovating processes, and collaborating with designers and artists to develop top-rated games.

Games Developed

Westward III: Gold Rush	http://www.sandlotgames.com/w4/westward3.aspx	December 2008
Cake Mania 3	http://www.sandlotgames.com/w4/cakemania3.aspx	October 2008
Westward II: Heroes of the Frontier	http://www.sandlotgames.com/w4/westward2.aspx	April 2008

Professional Experience

Technical Director ***2008 – Present***
Sandlot Games Corporation Bothell, Washington
Standardized engines and company processes to improve production quality and efficiency, while continuing to program and lead game programmers.

- Instituted company-wide bug tracking standards.
- Wrote technical design documents to generate schedules and ensured that deadlines were never missed.
- Established team coding standards and conducted code reviews which reduced bugs and QA turnaround time for *Westward III* in comparison to previous projects.
- Developed an object upgrade system to easily incorporate new features for design changes and future games that rely on the engine.

Game Programmer ***2007 – 2008***
Sandlot Games Corporation Bothell, Washington
Responsible for accurate time estimates, implementing game logic, and maintaining game engines and editors.

- Independently merged the editor and game engines to eliminate issues with editor-game incompatibilities.
- Optimized game engine graphics, system management, and object management during a crucial time in the production cycle, preventing the game from being cancelled.
- Brought onto *Cake Mania 3* to fix critical bugs and allow the game ship.
- Began designing and effectively implementing features in *Westward II* in a short period of time.

Software Development Engineer ***2006 – 2007***
Microsoft Corporation Redmond, Washington
Constructed next generation television products on SOC boxes, mobile phones, and PCs.

- Updated an internally developed GUI product to run in WinCE for use on the SOC box and mobile phones, which reduced development time and eliminated maintenance required in developing a new GUI system.
- Took the initiative to communicate with multiple groups to research technology and avoid duplicating work.
- Developed a synchronized audio-video engine using Windows Media file playback in our IPTV (similar to web-based television for the home) simulator.
- Maintained publicly used cable TV software, and participated in SCRUM during development.

Teaching Assistant ***2005 – 2006***
DigiPen USA Corporation Redmond, Washington
Tutored and graded students in the following classes: Algorithm Analysis, Advanced Mechanics, Waves, Optics, and Aerodynamics.

- Collaborated with instructors to determine which course materials should be reviewed to strengthen students' understanding of the subjects taught.

Consumer Service Representative ***2004***
Parker Services at Nintendo of America Redmond, Washington
Directed consumer calls in a clear direction to solve the consumers' needs.

- Trained to prevent legal issues and empathetically solved consumers' problems.

Additional Game Experience

Fling Producer May 2006
A 3D real time strategy and catapult flinging game, supporting up to 8 simultaneous players in a networked, multiplayer quest for domination—last man standing on the island is the declared victor.

Shattered Core Technical Director May 2005
A 2D, side-scrolling, platform game with a hint of role-playing, where players learn the secret past of the main character by recovering the robot's lost memory pieces (and special abilities) in the name of revenge.

Research Experience

Independent Study in a Wind Simulation using Fluid Dynamics 2006
Simulated localized wind patterns on a plot of terrain using atmospheric science and fluid dynamics.

- Built a self-contained wind simulation using a three-dimensional grid to monitor changes in temperature, altitude, and pressure to generate force in different directions and bend blades of grass.

Technical Skills

Development Platforms	PC, SOC Box, Game Boy Advance, Game Boy Color	
Languages, Script, and APIs	C/C++	12 years
	OpenGL	4 years
	DirectX, C#, TorqueScript, JavaScript, HTML	2 years
	GLSL – Shader Language, Intel x86 Assembly, GBC Assembly, Lua, Python, Perl, J2ME	1 year
Graphics, Physics, and AI	Keyframe Interpolation, Bump mapping, Occlusion Mapping, Particle Engines, Multitexturing, Inverse Kinematics, Spring Physics, Force-Based Animations, Cell-Based Fluid Dynamics, 2D and 3D Collision Detection, 3D Spline Pathing, Game Cameras, AI Region Optimizations for Pathing, Finite State Machines	

Education

DigiPen Institute of Technology 2003 – 2006
Bachelor of Science in Real-Time Interactive Simulation with Honors 3.69 GPA
Minors in Mathematics and Physics

Professional Memberships

IGDA Regular Member 2006 – Present

Additional Activities

Designed, built, and programmed on Avernus MUD and Pirates MUD 2001 – 2002, 2006
Western Region ACM Competition in Northwest US 2003 – 2005
Virginia Tech, College of Engineering Recruiter 2001 – 2002

Hobbies and Interests

Video Games	Listening to Music	Soccer
Board Games	Snowboarding	Swimming
Billiards	Movies and Anime	Racquetball