

Michael Griffin

Game Designer

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EXPERIENCE

High Voltage Software - *Fortnite*

February 2022 - Present

Playchemy - *IPC Dungeons*

November 2021 - February 2022

Freelance

September 2016 - February 2022

EDUCATION

Academy of Art University, San Francisco CA

Bachelors in Game Design

September 2013 - December 2018

County College of Morris, Randolph NJ

Associates in New Digital Media Technology

September 2007 - December 2012

PROJECTS

Fortnite

Technical Designer II

Designed and implemented multiple systems for use in Creative, UEFN, and Battle Royale modes. Worked closely with a large team on multiple end of season and IP related events.

Last Fate

Lead Programmer/Technical Designer

Coded a hand gesture controlled spellcasting system in C# using Leap Motion Controller. Created a modular spell interactive object type that level designers could place in level as was needed.

Antivirus

Lead Designer/Programmer

Designed and implemented multiple weapon and ammo types in C#. Worked on room design and enemy design as well, coding an evolving enemy type that could spawn multiple turret types.

SKILLS

Programming - C#(Unity),
Blueprint(Unreal),
C++(Unreal)

Game Engines - Unreal,
UEFN, Unity, Construct 2.

VR - Oculus Rift, Leap
Motion

3D Modeling/Animation -
Maya, Z-Brush

Version Control - Perforce,
Github

AWARDS

Last Fate (VR) - Academy of
Art Spring Show Nomination
for Best Game 2016

AntiVirus - Academy of Art
Spring Show Nomination for
Best Game 2017