

# Michael Griffin

Game Designer

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## EXPERIENCE

### **Black Tesseract Studios**

*Antivirus*

September 2016 - PRESENT

### **Academy of Art University, San Francisco CA**

*Work Study Tech*

February 2016 - PRESENT

### **Albino Puffin Studios**

*Last Fate*

January 2016 - May 2016

## 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

### **Celestial Frame**

*Mecha 2.5D Side scroller*

Programmer/System Designer

### **Last Fate**

*VR FPS spellcasting game with Leap Motion*

Lead Programmer/Designer

### **Antivirus**

*Tron FPS Roguelike*

Programmer/Weapon Designer/Enemy Designer/Level Designer

## SKILLS

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

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

*VR* - Oculus Rift, Leap  
Motion

## AWARDS

**Spring Show(AAU)** - Last  
Fate(VR), Antivirus.