

Michael McCluskey

Game Programmer

aerotactics@ymail.com

aero.boomla.net

Profile

I'm a passionate gamer of VR and PC games, as well as board, card, and other tabletop games. I enjoy trying a new hobby or experience and look forward to wherever my career takes me.

Degrees, Awards, and Certificates

Bachelor of Science in Game Programming

Academy of Art University – Class of 2023

Spring Show Award – Runner Up

“BSP City Generator”

Academy of Art University Spring Show 2023

Skills

Languages

- C#
- C++
- JavaScript
- x86 ASM
- SQL

Engines

- Unity
- UE4
- GameMaker Studio
- Godot
- Bethesda Creation Kit

Tools

- Visual Studio
- Google
- Perforce
- Plastic
- GitHub Desktop
- Trello

Experience

Game Programmer | *SunOracle Games LLC* | February 2023 – Present

- Autonomous Odyssey – Metroidvania in Unity

Game Programmer | *Collaboration* | February 2022 – April 2023

- Project Rogue – Grid-Based RPG in UE4

Valet – Bellhop | *Argonaut Hotel* | February 2019 – April 2020

Dishwasher – Line Cook | *Cheryl's Diner* | February 2017 – October 2018

Driver's Assistant | *UPS* | October 2016 – December 2016 (Seasonal)

Warehouse Associate | *Amazon* | February 2016 – September 2016

Service Representative | *Dollar General* | June 2015 – October 2015