



Michael King
Game Programmer
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Address and Phone
Information Available
Upon Request
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Objective

- To advance my career as a professional game programmer.

Summary of Qualifications

- Over 20 years programming experience, 15 years with C++. Also skilled at C, Basic, and Pascal.
- Experienced with Visual Studio, Perforce, CVS, CodeWarrior, DirectX, OpenGL, Win32 API, and STL.
- PC/Windows, Nintendo DS, and Game Boy Advance development experience.
- Graphics skills include Maya, Adobe Photoshop, Macromedia Flash and similar packages.
- Excellent interpersonal and written communication skills.
- Hardcore gamer. Passionate about game development. Willing to relocate.

Employment History

Flagship Studios

June 2007 - July 2008

Game Programmer

- Game Programmer, *Hellgate: London* and *Mythos*
 - Specialized in user interface programming and gameplay

Backbone Entertainment

March 2005 - June 2007

Engineer

- Engineer, *Gauntlet* for Nintendo DS
 - Specialized in gameplay and artificial intelligence, particularly boss battles
- Engineer, *MechAssault: Phantom War* for Nintendo DS
 - Specialized in artificial intelligence, also worked on user interface and general gameplay systems
- Engineer, *Charlie and the Chocolate Factory* for Game Boy Advance
 - Developed all unlockable mini-games

Ferris State University

January 2001 - March 2005

Manager of Technical Services
Part-Time Computer Programmer

June 1993 - December 2000

- Provided primary programming support for Admissions, Institutional Research and Testing Offices.
- Served as primary support technician for Student and Faculty Web Services.
- Active member of Enrollment Technical Services Team.

All Game Guide

February 1998 - December 2000

Senior Database Editor

- Developed the All Game Guide database from scratch using Microsoft Visual FoxPro and Borland Delphi.
- Served as manager of on-site technical team and off-site writing and content staff.
- Performed website design work and tools development using HTML, CGI, and ISAPI programming.

Matrix Software, Inc.

January 1997 - February 1998

Programmer

April 1995 - January 1997

Student Programmer

- Lead programmer for two commercial Windows applications, *Matrix Oracle* and *Astro*Talk Audio*.
- Provided programming and database support on several other software projects.

Personal Projects

- Designed and developed Windows games *Space Rox*, *Bounce*, *Frogger '96* and *GunKid* for GBA.
- *Bounce* awarded first place in class contest for University of Michigan game programming course.
- GBA project, *GunKid*, selected as a winner of the 2004 GBAdev.org development competition.

Education

University of Michigan, Ann Arbor (Graduated B.S. in Computer Science)

- Relevant courses: Algorithms, Artificial Intelligence, Computer Graphics, Computer Game Programming, Database Design, Software Engineering.