



GAME PROGRAMMER

MICHAELA TAWHEEL



CONTACT

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EDUCATION

- Adv. Diploma of Digital and Interactive Games, Academy of Interactive Entertainment (2019–2020)
- Cert. III in Information, Digital Media and Technology, Academy of Interactive Entertainment (2018–2018)

GAME PROJECTS

GRIMRED (2020 – ongoing)

Platforms: PC | **Language:** C# | **Role:** Programmer | **Team:** 6

Currently during its Beta phase, GRIMRED is a 3D top-down isometric horror game where you can only see monsters in your torch light. Main features/systems implemented include:

- Torch system that uses shaders to mask out and visually affect objects
- Character controller system
- Enemy AI
- Inventory / crafting / journal system

Coffee Run (2019 – 2020)

Platforms: Mobile, PC | **Language:** C# | **Role:** Programmer | **Team:** 5

A 3D side-scrolling endless runner built for mobile and PC. Main features/systems implemented include:

- Procedural level generation system
- Shop system w/ purchasable character accessories, powerup upgrades, and collectable items
- Different game modes

Conscience Clash (2020)

Platforms: PC | **Language:** C# | **Role:** Programmer | **Team:** 5

Created for a 2 day game jam, the game is an Angels vs Devils themed local coop game of tag. The main systems I implemented include the tag system and character controller system.

Frenzy Darts (2020)

Platforms: VR | **Language:** C# | **Role:** Programmer | **Team:** 5

Frenzy Darts is a dart-throwing VR game designed for the Oculus Go. The main features I implemented include the dart-throwing mechanic, score system, and reward system.

SKILLS

- C# (3+ years)
- C++ (2 years)
- HTML/CSS
- Unity (3+ years)
- OpenGL
- Code Design
- 2D/3D Mathematics and Physics
- Artificial Intelligence
- Complex game systems
- Gameplay mechanics
- Experience in making detailed TDDs
- Experience working in cross-platform development
- Experience working in VR development
- Experience working in Mobile development
- Experience working in collaborative production teams

REFERENCES

Jesse James Donlevy

Programming Teacher

Academy of Interactive Entertainment (AIE)

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Game Design Teacher

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