Michael Christie

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Experienced gameplay programmer with a proven track record of developing diverse features across multiple disciplines. Highly skilled in timeline management and recognised as a proactive team player with strong communication skills. Specialising in C#, Unity and Optimisation. Eager to expand my skill set and contribute to innovative and creative projects in a dynamic and collaborative environment.

EXPERIENCE

Ace Viral - Senior *Gameplay Programmer*

February 2021 - Present

Initially started as a Junior Programmer, and advanced to Senior Programmer as my responsibilities evolved to meet the company's needs.

- **Designed and developed** both frontend and backend systems for games with more than 50 million downloads and millions of monthly active users
- **Enhanced performance and optimised** critical game features to operate seamlessly on various mobile devices:
  - Reduced Crash & ANR rate from 1.3% to under 0.04% and
  - Doubled average FPS through restructuring and memory management
- **Liaised and collaborate** with Designers, Artists, Project Managers, and the CEO
- Periodically **Lead the coding department**, supporting development and solving complex problems when they arise
- Managed project timelines, estimating task complexities and delegating tasks to juniors.
- **Onboard** new members into the team, **mentoring** and offering constructive feedback to facilitate growth.
- Rapidly prototyped games and new features with full autonomy
- Enforced **coding standards and** lead **code review** meetings
- Implemented analytics, events and user journeys,
- Released projects to multiple platforms, including Android, iOS, Amazon and Huawei
- Worked with third party SDKs in the form of adverts, monetisation and tracking, ensuring user data protection was adhered to

Key Technologies

Unity, C#, C++, Github, XCode, Objective-C, Shaders, Graphics, Debugging, OOB, S.O.L.I.D, Optimisation, Mobile Development, Java, Android Studio, Blender,

EDUCATION

First Class Honours in Games Computing

University of Lincoln, 2017-2020

A highly technical degree focused on covering all aspects of game development, algorithmic programming, graphics and problem solving.

Level 3 Extended Diploma in IT

New College Stamford, 2015-2017

9 GCSE's (A*-C) including
English, Maths and IT

The Kings School, Peterborough, 2010-2015

Miscellaneous

Vice President, Lincoln Game Dev Society
Vice President - 2019-2020

As Vice President of the Game Dev Society at Lincoln University, my key duties involved organising and delivering talks on game development subjects for eager students, communicating details about upcoming events, and working in collaboration with the School of Computer Science department to arrange 48-hour Game Jam events throughout the academic year.

References available upon request