

# MICHAEL ZITKEVITZ

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## GAMEPLAY DEVELOPER

**OBJECTIVE:** A fall internship as a game programmer in the Seattle/Redmond area. Available September 2009.

**SUMMARY:** Love the challenge of making games. Like creating a complete experience for the player. Enjoy the whole process of making a game more playable and fun. Have worked on game teams for three years.

### SKILLS & COMPUTER LANGUAGES:

**Languages:** C/C++ (3 years), C#, Assembly for Game Boy Color

**Environments:** Microsoft Visual Studio, .NET (3 years)

**Mathematics:** Linear Algebra, Calculus, Curves, and Discrete Math

**Graphics:** DirectX, OpenGL

**Networking:** Client/Server TCP/IP and UDP

**Miscellaneous:** 3ds Max (1/2 year), SVN (3 years), Doxygen (1 year), Visual Assist X (1 year)

**Gameplay/AI:** Finite State Machines, Movement Algorithms, Group Behaviors, A\* Path-finding

**Teamwork:** Thoughtful, serious, good at understanding problems and people.

### PROJECT EXPERIENCE AT DIGIPEN INSTITUTE OF TECHNOLOGY:

#### **Game Projects** (11-month development cycles)

- **Junior Game:** *Attack of the 50ft Robot!* <http://www.attackofthe50ftrobot.com/>  
**Game designer/game programmer** for a 3D monster-destruction game with a team of four developers, three artists, & one producer. Designed and implemented gameplay, AI, and input.
- **Sophomore Game:** *BioPower GeneForce: Smash Blast*  
**Game programmer/producer** on a 2D side-scroller on a four-developer team. Designed and implemented game logic, input, and AI.
- **Freshman Game:** *Eye Tee Man*  
**Game programmer/technical director** for text-based game on a five-developer team. Designed and implemented the game logic, level display, and architecture.

#### **Programming Projects** (3-month development cycles)

- **Math Project:**  
**Solo programmer** for a math application to allow user to generate curves on a 2D surface using several different algorithms. The user could create Bezier curves, interpolate polynomials, and render cubic splines and B-splines.
- **AI Research Project:**  
**AI programmer** on a two-person research simulation of dynamic crowd flow into a narrow corridor. Combined multiple movement algorithms such as wall avoidance, separation, and seeking, to create crowds of different behaviors.

### LEADERSHIP EXPERIENCE & COMMUNITY AFFILIATIONS:

**Game Development Conference 2009:** Conference Associate volunteer.

**Eagle Scout Project: Troop 39, Elmer, NJ:** Led Troop 39 in the restoration of the local Veterans Memorial.

### EDUCATION:

**DigiPen Institute of Technology**, Redmond, WA

B.S., Real-Time Interactive Simulation (Computer Science), May 2010