

Michael Price

CONTACT

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ABOUT ME

I'm an experienced programmer who has worked on a number of titles for many different platforms and audiences ranging from Web to AAA.

Willing to relocate.

WORK EXPERIENCE

Eidos-Montreal

May 2018 — Present

UI/Gameplay Programmer

Marvel's Guardians of the Galaxy (UI/Gameplay)

- Developing various UI features such as the game HUD and menus from conception to final look and feel.
- Maintaining and updating core UI functionality.
- Developing gameplay features related to combat, progression and difficulty settings.

Ubisoft

November 2015 — April 2018

Generalist Programmer

Tom Clancy's Rainbow Six Siege (UI)

- Worked on a fast development schedule to keep up with consistent live updates containing new features and bug fixes
- Developed and maintained various UI features from the game HUD to menus.

Watch Dogs 2 (UI)

- Developed and maintained various aspects of the HUD and Menus including:
 - Car on Demand App
 - Dedsec App
 - App Store
 - Car Dealership Menu
 - Scroll bar that could be used within our global tile system
 - Car spawning with custom materials

Gameloft

October 2014 — October 2015

Video Game Programmer

Gangstar New Orleans

- Managed interactions from C++ to Flash
- Integrated internal libraries
- Integrated soft/hard currency
- Setup internal tools for our game

Canceled iOS/Android Game

- Integrated vibration for Android devices into our internal libraries
- Integrated pedometer/gyroscope for Android devices into our internal libraries

Magmic

April 2011 — October 2014

Game Developer

Skip-Bo Cross Platform (C++)

- Ported various features such as AI and our View Manager from Actionscript to C++

Phase 10 Facebook (Flash)

- Developed various gameplay features including AI
- Ad Integration (SponsorPay and MediaBrix)

Slots King Shootout BB10(Flash)

- Developed various gameplay features

Blackjack King Facebook (Flash)

- Developed various gameplay features

New York Times Crosswords for Android and Kindle(Flash)

- Developed various gameplay features
- Created a payment system using Flash's External Interface to call Java side processes

Ganz

August 2009 — August 2010

Flash Developer

- Worked on a number of different games and features for the Webkinz website

SKILLS AND KNOWLEDGE

- Experience with debugging and working with PS4, Xbox One, PC, Android, iOS, and Web
- Proficient in C++, C#, Actionscript.
- Experience with Objective-C, Java, Javascript
- Proficient with using version control (i.e. Perforce, SVN)
- Proficient with using Visual Studio
- Familiarity in 3D Math
- Comfortable working with others and being part of a big team
- Comfortable working independently

EDUCATION

Game Development

2006 — 2009

Algonquin College

- Dean's List