

Michael Stephens | Unity Developer

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Full portfolio at www.mstephensdev.com

LEAD DEVELOPER @ **DOGWATER GAMES**; COLUMBUS, OH (REMOTE) – 2022-PRESENT

Responsible for project architecture, gameplay systems, and asset implementation within the Unity engine. Led developers in task completion, code style, and code reviews.

Brutal Knights [WebGL, unreleased]

Old-school strategy game featuring fully procedural worlds, dice roll encounters, and devious AI enemies. I established the project, created all of the major gameplay systems, and made builds.

SENIOR UNITY DEVELOPER @ **KRIKEY**; COLUMBUS, OH (REMOTE) - 2020-2022

Responsible for systems architecture in Unity. Projects included AR games and educational applications. Coordinated development scheduling with all-remote team.

SENIOR DEVELOPER @ **SUPER77**; COLUMBUS, OH; 2014-2020

Responsible for game architecture, gameplay systems, and creative input. Developed mobile, desktop, AR, VR, and realtime multiplayer games..

LAMO [Desktop, unreleased]

Realtime multiplayer battle royale featuring fully-destructible environments. Alpha released in 2020. Included AR companion app to "bring to life" physical vinyl figures.

Pest: Invasion [iOS/AR, 2018]

Augmented reality action game. Used AR to overlay game field onto real world plane. I was the sole developer for this project, creating all game systems and writing all gameplay code.

Dungeon Brewmaster [Desktop/VR, 2018]

Virtual reality brewing game. Combine objects in a physics sandbox. Play in freestyle mode or follow the story. Released in early access on Steam.

ADJUNCT INSTRUCTOR FOR MEDIA ARTS & STUDIES @ **OHIO UNIVERSITY** - 2018-2021

Taught Game Development I and II on main campus. Instruction focused on fluency in Unity engine + basic game development best practices. Student career landings include Santa Monica Studio, Retro Studios, Ubisoft, and others.

Education

Ohio University | 2014 | Bachelors of Science in Communications, Digital Media (Games & Animation)