



www.mrodcreative.com

CONTACT

401-481-0643
mrod9000@gmail.com

EDUCATION

Drexel University,
Philadelphia, PA
B.S. Game Art & Production
(2017)

COURSEWORK

Unity Game Development
Computer Graphics Imagery
Android App Development
Spatial Data Capture
Audio Production and Post
Creative Concept Design
Advanced Game Design
Experimental Games
Digital Storytelling
Artificial Intelligence
Screenwriting
Animation

PROGRAMMING LANGUAGES

C#, C++, Blueprints,
Lua, HTML5, CSS3,
ActionScript

CLUBS AND ACTIVITIES

Drexel Entrepreneurial
Game Studio
(2014 - 2017)

Drexel SIGGRAPH
(2013 - 2017)

Michael Rodriguez

Game Designer & Developer

EXPERIENCE

Manifest Solutions, Remote

Virtual Reality Developer

April 2021 to April 2022

- Contract work for American Electric Power through Manifest Solutions
- Develop VR training applications for the Oculus Quest in Unity with C#
- Create cross-platform tools to optimize VR and AR development
- Integrate Microsoft's Mixed Reality Toolkit into the production pipeline

Belcan, Ridley Park, PA

XR Design Engineer

March 2019 to April 2021

- Contract work for The Boeing Company through Belcan
- Create virtual and augmented reality applications using the Microsoft HoloLens 1+2 and the HTC Vive
- Lead development of software to assist in manufacturing process, with a projected cost savings of \$300,000 per aircraft
- Design simulated training experiences in Unity with C#

Balance Digital Media Studios, De Pere, Wisconsin

Junior Interactive Application Developer

May 2018 to January 2019

- Developed Unity applications for touch-screen kiosks in museum exhibits across the country
- Rapidly prototyped, pitched, and designed games for augmented reality
- Implemented and programmed dynamic UI/UX elements
- Created fluid and expandable interface systems

iD Tech Camps, Villanova, PA

Instructor

June 2017 to August 2017

June 2016 to August 2016

- Developed the syllabi and lesson plans for three different classes focusing on game design theory, C#, and Blueprints
- Taught Unity and Unreal development to 50+ students, ages 13-17
- Assisted with location set-up, tear down, and product inventory

Comcast Corporation, Philadelphia, PA

QA and Product Testing Intern

May 2015 to April 2016

- Identified, analyzed, and documented bugs for 20+ games on the X1 Operating System
- Provided feedback for user interface and gameplay improvements
- Worked with EA Games to verify and track release notes on bug fixes and updates
- Tested hardware functionality on multitude of devices and operating systems

SKILLS

