

# Michael Perce

[perce@usc.edu](mailto:perce@usc.edu)  
[Percegaming.com](http://Percegaming.com)  
[linkedin.com/in/  
MichaelPerce](https://www.linkedin.com/in/MichaelPerce)

## PROJECTS

### Lead Designer and Usability Lead — Tiny Trees — Tabletop Game

October 2017 - Present

- Spearhead a three-person team in the ideation and iteration of mechanics
- Proctor over 70 documented playtests
- Responsible for the balancing of mechanics
- Ensure consistent communication within the team, as well as communication with press, reviewers, and Kickstarter backers
- Responsible for the creation of images for daily social media posts
- Manage Kickstarter Campaign finances

Accolades and Convention Showings:

- Indiecade 2018 Festival Finalist
- Successfully funded on Kickstarter, raising \$8,542 with a goal of \$5,800
- Showcased at USC Games Expo, Minefaire LA, and Minefaire Houston

### Lead Developer and Programmer — Going Up — Digital Game

April - May 2018

- Selected as a final project for USC's Introduction to Digital Game Development class
- Creatively led a two-person team in the ideation and iteration of mechanics
- Designed and tested the levels to ensure functionality
- Responsible for 80% of the programming in Unity
- Focused on usability principles to better onboard players

## JOB EXPERIENCE

### Student Assistant — University of Southern California, Los Angeles, CA

August 2018 - Present

- Recruited to assist a professor run a class of 20 students for USC's cornerstone Game Design Workshop class
- Outside of class, I advise the students with the ideation and balancing of their game systems
- Gained a different perspective on game design, improved overall design skills, and enhanced communication skills

### Pool Attendant — Aquatica, San Antonio, TX

May - August of 2014 - 2018

- Maintained the pool facility and ensured that only members could enter
- Learned public relations skills and increased attention to detail

## EDUCATION

### University of Southern California, Los Angeles, CA

August 2017 - Present

- Sophomore pursuing a B.A. in Interactive Entertainment.
- Anticipated graduation date: May 2021. Current GPA: 4.0 out of 4.0

### Sandra Day O'Connor High School, San Antonio, TX

September 2013 - June 2017

- Graduated Salutatorian from a class of 739. GPA: 4.0 out of 4.0

## DEVELOPMENT SOFTWARE

Unity: 1 Year

Maya: 1 Year

Perforce: 6 Months

## PROGRAMMING LANGUAGES

Java: 4 Years

C#: 2 Years

C++: 6 Months

## FOREIGN LANGUAGES

Basic Spanish: 3 Years

Beginner Mandarin:  
6 Months

## AWARDS

1 of 200 students  
University Wide to  
receive the USC  
Presidential  
Scholarship

1 of 7,500 students  
Nationwide to receive  
the National Merit  
Scholarship

Exclusive recipient of  
the School of  
Cinematic Arts William  
Bill Mechanic  
Academic Scholarship

Placed within the Top  
3 in over 30 High  
School competitive  
Java programming  
competitions