

Michael Perce

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JOB EXPERIENCE

Game Development Intern — MATTERvr, Santa Monica, CA

June 2019 - September 2019

Golden Loft — VR Game

- Designed, programmed, and developed *Golden Loft*, an educational game for Oculus Rift, Go and GearVR, with over 2,000 lifetime active users
- Ideated and iterated upon every interaction and lesson
- Programmed, implemented, and optimized over 90% of the complete game
- Researched extensively to ensure accuracy and inform creative content
- Created the narrative and wrote the entirety of the voice-over

Non-disclosed Department of Defense Project — VR Experience

- Developed a Department of Defense virtual reality experience, experienced by over 230 people, including elected government officials
- Responsible for legibility and usability of the experience

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

August - December 2018 and August 2019 - Present

- Assisting with teaching a class of 20 students for USC's cornerstone Game Design Workshop class
- Advising students on ideating and balancing their game systems

PROJECTS

Lead Designer, Level Design Lead — Capstone Project — Digital Game

August 2019 - Present

- Lead Designer of a 13-person project, heading a team of 2 additional designers
- Designing levels and mechanics to provide interesting challenges to players
- Communicating design vision to faculty and professors
- Creating easy-to-read and digestible design documentation
- Inventing the narrative journey of the game

Lead Designer, Usability Lead, System Designer — *Tiny Trees* — Tabletop

October 2017 - March 2019

- Spearheaded a 3-person team in the ideation and iteration of mechanics
- Proctored over 70 documented playtests during development
- Balanced mechanics through rigorous mathematical analysis and playtesting
- Communicated with press, reviewers, and Kickstarter backers

Accolades and Convention Showings:

- Successfully funded on Kickstarter, raising \$8,542 with a goal of \$5,800
- Indiecade 2019 Featured Game
- Indiecade 2018 Festival Finalist
- Showcased at USC Games Expo, Minefaire LA, and Minefaire Houston

EDUCATION

University of Southern California, Los Angeles, CA

August 2017 - Present

- Junior pursuing a B.A. in Interactive Entertainment and Game Design
- Anticipated graduation date: May 2021. Current GPA: 3.96 out of 4.0

DEVELOPMENT SOFTWARE

Unity — Advanced

Maya — Proficient

Perforce — Basic

GitHub — Basic

Unreal Engine — Basic

PROGRAMMING LANGUAGES

C# — Advanced

Java — Advanced

C++ — Basic

FOREIGN LANGUAGES

Mandarin — Basic

Spanish — Basic

AWARDS

USC Presidential Scholarship Recipient

National Merit Scholarship Recipient

School of Cinematic Arts William Bill Mechanic Academic Scholarship Recipient