

# Michael Perce

michael.perce@gmail.com [PerceGaming.com](http://PerceGaming.com) [Linkedin.com/in/MichaelPerce](https://www.linkedin.com/in/MichaelPerce)

## JOB EXPERIENCE AND PROJECTS

### Lead Designer, Combat Designer — Team Musicality

June 2020 - Present

#### Unannounced Title — Digital Game

- Lead Designer of a 22-person project for USC's Capstone Advanced Game Project class, developed completely remotely
- Designed and implemented boss fights to provide interesting combat decisions, within the restraint of timing all enemy actions to specific musical cues
- Produced clear and charismatic design documentation

### Lead Designer, Level Designer — Team Two Kids

August 2019 - May 2020

#### Shortstacked — Digital Game

- Lead Designer of a 13-person project for USC's Capstone Advanced Game Project class, with half of development created over telecommunication
- Designed and implemented levels and mechanics to provide a compelling and fun experience to players
- Produced clear and charismatic design documentation

### Lead Designer, Lead Programmer — 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
- Programmed, implemented, and optimized over 90% of the complete game
- Ideated and iterated upon every interaction and lesson
- Researched extensively to ensure accuracy and inform creative content
- Wrote the entirety of the narrative and the voice-over dialogue

#### 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

### Lead Designer, System Designer — Tiny Trees Team

October 2017 - March 2019

#### Tiny Trees — Tabletop Game

- Spearheaded a 3-person team in the ideation and iteration of mechanics
- Proctored over 70 documented playtests during development
- Tuned balance using data from playtesting as well as underlying mathematics
- 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

- Senior pursuing a B.A. in Interactive Entertainment and Game Design
- Anticipated graduation date: May 2021. Current GPA: 3.98 out of 4.0

## DEVELOPMENT SOFTWARE

Unity  
Unreal Engine  
Maya  
Illustrator  
Gimp  
Perforce  
GitHub

## PROGRAMMING LANGUAGES

C#  
C++  
Java

## FOREIGN LANGUAGES

Mandarin  
Spanish

## OTHER TOOLS

Office Suite  
Google Suite

## AWARDS

USC Presidential Scholarship Recipient  
National Merit Scholarship Recipient  
School of Cinematic Arts William Bill Mechanic Academic Scholarship Recipient