

Michael Perce

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JOB EXPERIENCE AND PROJECTS

Lead Designer, Combat Designer — Team Musicality

June 2020 - Present

Crescendo — PC Game, Unity

- Lead Designer of a 22-person project for USC's Capstone Advanced Game Project class, completely remote
- Designed and implemented bosses to provide interesting combat decisions, timed to specific musical cues
- Produced clear and charismatic design documentation

Lead Designer, Lead Level Designer — Team Two Kids

August 2019 - May 2020

Shortstacked — PC Game, Unreal Engine 4

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

Lead Programmer, Lead Designer — MATTERvr, Santa Monica, CA

June 2019 - September 2019

Golden Loft — VR Game, Unity

- 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, Unreal Engine 4

- 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 - May 2021

- B.A. in Interactive Entertainment and Game Design from the Princeton Review #1 Game Design school with a 3.98 GPA

DEVELOPMENT SOFTWARE

Unity
Unreal Engine 4
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