

Michael Perce

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JOB EXPERIENCE AND PROJECTS

Associate Product Designer - Sony Immersive Music Studios, Los Angeles, CA

August 2019 - Present

Non-disclosed Work — PS5 Game, Unreal Engine 4

- Designed a prototype that was shown to the CEO of Sony Music, and approved for future development
- Responsible for all content in two unique levels included in the pre-alpha release

Game Design Intern - Sony Immersive Music Studios, Los Angeles, CA

June 2019 - August 2019

Escape Room Vertical Slice — PC Game, Unreal Engine 4

- Sole Creator of a 30-minute music-themed escape room experience, showcased to Sony Music executives
- Designed and documented over 14 unique puzzles, fully implementing 6

Lead Designer, Combat Designer — Team Musicality

June 2020 - April 2021

Crescendo — PC Game, Unity

- Lead Designer of a 22-person project for USC's Capstone Advanced Game Project class, completely remote development
- Re-imagined music into interactive large scale boss fights
- Produced clear documentation to address ambiguous and undefined challenges

Game Design Intern — MATTERvr, Santa Monica, CA

June 2019 - September 2019

Golden Loft — VR Game, Unity

- Programmed and developed *Golden Loft*, an immersive 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

Non-disclosed Department of Defense Project — VR Experience, Unreal Engine 4

- Developed an immersive Department of Defense virtual reality experience, experienced by over 230 people, including elected government officials

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, 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's #1 Game Design School. 3.98 GPA

DEVELOPMENT SOFTWARE

Unity
Unreal Engine 4
Maya
Illustrator
Premiere Pro
Gimp
Perforce
Jira
GitHub

PROGRAMMING LANGUAGES

C#
C++
Java

FOREIGN LANGUAGES

Mandarin
Spanish

OTHER TOOLS

Office Suite
Google Suite