

# Michael Perce

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## JOB EXPERIENCE AND PROJECTS

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

June 2021 - Present

#### Non-disclosed Work — Cross Platform Game, Roblox

- Sole designer selected to port an experience from one platform to another, shown to Sony Music Executives, leading to further development on the platform
- Sole developer selected to implement the core gameplay loop for a Vertical Slice
- Responsible for refining and implementing mechanics to a shippable quality

#### Non-disclosed Work — PS5 Game, Unreal Engine 4

- Designed a prototype that directly lead to a the patenting of a specific mechanic
- Designed a prototype that caused contracts to be signed with Stingray Karaoke
- Implemented all content in two unique levels included in a pre-alpha release
- One of two designers selected to create a separate artist-themed showcase demo, shown to Sony Music Artists and Sony Music Executives

#### Escape Room Vertical Slice — PC Game, Unreal Engine 4

- Sole creator of a 30-minute music-themed escape room
- Designed and documented over 14 unique puzzles, fully implementing 6

### Sole Developer — Alhgrab

September 2020 - May 2021, January 2022 - March 2022

#### Alhgrab — Alternative Controller Card Game, Unity

- Designed, programmed, wired, and created all artistic assets for the game
- Directed a voice actor for the recording of over 200 unique voice lines

#### Accolades and Convention Showings:

- Showcased as part of the alt.ctrl.GDC booth at GDC 2022

### Game Design Intern — MATTERvr, Santa Monica, CA

June 2019 - September 2019

#### Golden Loft — VR Game, Unity

- Programmed and developed 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

#### Accolades and Convention Showings:

- Successfully funded on Kickstarter, raising \$8,542 with a goal of \$5,800
- Indiecade 2019 Featured Game, 2018 Festival Finalist

## EDUCATION

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

August 2017 - May 2021

- B.A. in Interactive Entertainment and Game Design. 3.98 GPA

## DEVELOPMENT SOFTWARE

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

## PROGRAMMING LANGUAGES

Lua  
Blueprints  
C#  
Java  
C++

## FOREIGN LANGUAGES

Mandarin

## OTHER TOOLS

Office Suite  
Google Suite  
Adobe Suite