



# Michael Feffer

Gameplay Scripter | World Scripter

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## Skills

### General

- Scripting
- Gameplay design
- Level design
- BSP
- Agile development with scrum
- Audio design/editing
- 3D modeling
- 3D animation
- Motion capture

### Engines

- Unreal Engine 4 (UE4)
- Unity 4
- Skyrim Creation Kit
- Hammer Editor
- Dying Light Developer Tools
- GameMaker: Studio
- Torchlight 2 GUTS editor

### Scripting Languages

- C#
- C++
- Java
- Javascript
- Lua
- Papyrus
- Blueprint
- Hammer I/O
- GameMaker Language (GML)

### Software

- Jira
- Visual Studio
- 3DS Max
- Photoshop
- Illustrator
- Sublime
- Notepad++
- Office Suite
- Maya
- Mudbox
- Reaper
- WWise
- Audacity

## Education

### SMU Guildhall

May 2017

*Master of Interactive Technology, Level Design*

### NYU Tandon School of Engineering

May 2015

*Bachelor of Science, Computer Science*

*Minors in Game Engineering and Integrated Digital Media*

## Thesis

### Using Audio as the Primary Source of Player Feedback

30 weeks, 2016

*The Island*, audio game, Unity, Android

- Designed and scripted a game with minimal visuals using C#
- Created 3D gameplay and ambient audio using Wwise
- Built level in 3DS Max
- Edited audio with Audition
- Published game on Google Play

## Games

### Lead Level Designer

24 weeks, 2016

*Mouse Playhouse*, 18 developers, 6 designers, UE4, HTC Vive

- Scripted gameplay elements
- Balanced levels, learning curve, and gameplay
- Wrote level design and gameplay documentation
- Answered game design questions from members of every department
- Managed, assisted, and provided feedback to a team of 5 designers
- Managed level design project backlog

### Game Designer

16 weeks, 2016

*For the Family*, 9 developers, UE4, PC

- Designed, iterated, and scripted gameplay mechanics
- Created and updated Game Design Document
- Provided feedback for art, level design, and programming
- Balanced gameplay mechanics, including weapons, movement, and pickups

### Game Designer

8 weeks, 2015

*KnightLight*, 4 developers, GameMaker, PC

- Designed and implemented bomb weapon and lava level
- Balanced weapons and levels
- Edited and implemented audio using Reaper

## Work Experience

### Instructor, iD Tech Camp

Summer 2014 – 2015

- Planned lessons for 5-day courses in *Team Fortress 2* and *Portal*/level design with Hammer, *Minecraft* modding with Java, mobile game programming with Unity and Javascript, and RPG design with *Torchlight 2*
- Taught groups of 8 students ages 12 – 17
- Organized group activities, e.g. *Team Fortress 2* tournaments