



# Michael Feffer

Gameplay Scripter | World Scripter

MichaelFeffer.com  
contact@MichaelFeffer.com  
Linkedin.com/in/MichaelFeffer

## 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

## Skills

### General

- Scripting
- Gameplay design
- Mission design

### Engines

- Unreal Engine 4 (UE4)
- Unity
- Unreal Engine 3 (UE3)
- Skyrim Creation Kit
- Hammer Editor
- Dying Light Developer Tools

### Scripting Languages

- C#
- C++
- Java
- Javascript
- Lua
- Blueprint
- Unrealscript

## Ghostpunch Games

January 2023 – September 2023

### Silent Hill 2 Remake

October 2024

Senior Game Designer (contract), UE5, PS5, PC

- Designed 2 boss fights, including the final boss
- Designed and prototyped mid-fight cutscenes using sequencer
- Prototyped systems for managing and debugging the boss fights
- Implemented audio and animations

## Skydance Interactive

April 2022 – January 2023

### The Walking Dead: Saints and Sinners – Chapter 2

December 2022

Gameplay Systems Designer, UE4, VR

- Implemented new conversations and updated previous conversations for improved functionality
- Designed and implemented tutorials and onboarding content
- Designed and scripted new pop-up tutorials and tip messages in blueprint and UMG

## Gearbox Software

May 2017 – September 2021

### Tiny Tina's Wonderlands

March 2022

Mission Designer, UE4, PS5, PS4, Xbox One, Xbox Series X/S, PC

- Designed and scripted multiple plot missions and side missions
- Scripted custom combat encounters and NPCs
- Created animated in-game sequences using Unreal Sequencer
- Implemented NPC animations

### Borderlands 3 – Bounty of Blood

June 2020

Mission Designer, UE4, PS5, PS4, Xbox One, Xbox Series X/S, PC

- Designed and scripted half of the first plot mission and 3 side missions
- Scripted custom combat encounters and NPCs
- Created animated in-game sequences using Unreal Sequencer

### Penn & Teller VR

June 2019

Game Designer, UE4, PSVR, HTC Vive, Oculus Rift, Oculus Quest

- Designed and scripted "bits" with unique asymmetric in-VR and outside-VR mechanics
- Lead the process for porting to Android based Oculus Quest
- Designed and scripted updates to asymmetric gameplay elements to work with an outside web app using HTML, Javascript, C++, and Unreal Blueprint
- Worked with artists to update and optimize meshes, textures, and materials to work with Oculus Quest/Android limitations
- Implemented animations and created physical animations

### Borderlands 2 VR

December 2018

Game Designer, UE3, PSVR, HTC Vive, Oculus Rift, Valve Index

- Designed and programmed in-world reticle, in-world scope, and "slow motion BAMF Time" mechanic in C++ and Unrealscript
- Designed and scripted new VR exclusive character skills
- Designed control schemes for multiple VR controller layouts
- Updated control scheme for Valve Index and the new Steam Input system
- Updated control menus/UI in Adobe Flash