



Michael Arcadi

Game Designer

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Summary

Devoted Game Designer with four years of experience prototyping and developing games to completion. Recognized by peers for a variety of skills such as game scripting, level design, and UX design. Successfully facilitated a variety of teams in designing and documenting mechanics, levels, and game assets, resulting in critically recognised success.

Games + Skills

Appealing Personality

Toronto Game Jam (TOJam) - Team of 6

- Developed over 72 hours with the theme of “Winning is for Losers”
- Designed and programmed player interactions, effects, and text implementation
- Showcased at BitBazaar, Mississauga Comic Expo, TOJam Arcade, and was covered by various let’s players and Kotaku.com

Toast Boast

School Project - Team of 2

- Developed in roughly 3 weeks for an open-ended project giving teams freedom to build whatever they wanted.
- Developed and programmed player functionality as well as created all art in the game.
- Showcased at Enthusiast Gaming Live Expo, Hand Eye Society Ball, and Mississauga Comic Expo.

Backfire

Side Project - Team of 3

- Originally developed over 1 week for a game jam, but continued development on and off for about a month afterwards
- Developed and programmed mirror functionality as well as designed and implemented several levels
- Showcased at Enthusiast Gaming Live Expo



Education + Work History

Sheridan College

Honours Bachelor of Game Design

2015 - 2019 (Expected)

Notable Courses:

- 2D Level Design
- 3D Level Design
- Game Playtesting Methods
- Programming & Scripting: Prototyping
- Interface Design for Games
- Advanced Game Mechanics

Work History:

- 2018 - Developer at SEED Interactive working on an unannounced VR project, and other misc tasks.

Volunteer History:

- Hand Eye Society 2018 Fancy Video Game Ball
- Different Games 2017 Toronto Conference
- Toronto Game Jam (TOJam) 2017
- Hand Eye Society 2016 Fancy Video Game Ball
- Toronto Game Jam (TOJam) 2016