



Michael Arcadi

Game Designer

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Summary

Devoted Game Designer with three years of experience prototyping and developing games to completion. Recognized by peers for a variety of skills such as game scripting and 2D and 3D art. Successfully facilitated a variety of successful teams in designing and documenting mechanics, levels, and game assets, resulting in critically recognised success.

Experience + Skills

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.
- Responsible for all art in the game, including characters, background, and title screen
- Contributed to programming player functionality as well as various visual effects.

Cult Classic

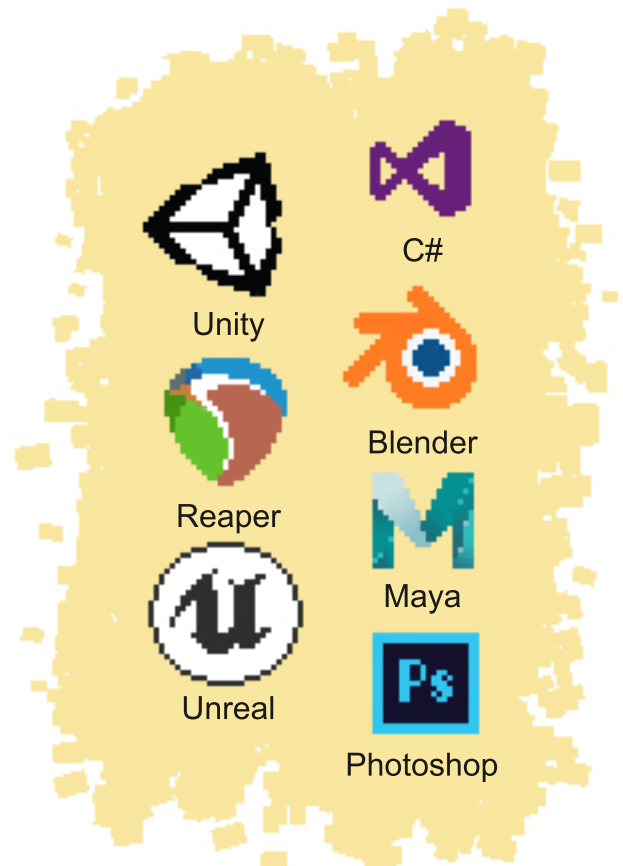
Ludum Dare Jam Game - Team of 4

- Developed over 72 hours with the theme of "The more you have the worse it is"
- Designed and programmed player death and respawn system as well as knife weapon pickup.
- Created ritual transformation system and accompanying UI elements.

Local Network

Bitsy Jam Game - Team of 1

- Developed in a week for a game jam with the theme of "Secret"
- Developed the whole game using a minimalist in-browser engine, including art assets, animations, and dialogue.
- Created over 20 unique characters for the player to interact with.



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

Volunteer History:

- Different Games 2017 Toronto Conference
- Toronto Game Jam (TOJam) 2017
- Hand Eye Society 2016 Fancy Video Game Ball
- Toronto Game Jam (TOJam) 2016
- Young Voices Writers Conference 2012
- Young Voices Writers Conference 2011

Work History:

- Summer 2017: Counsellor at Brickworks Academy
- Summer 2014: Employee at Strictly Bulk