

# Michelle Elmgren

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Phone (715)-441-8701

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## Summary

Game developer with 7 years of project experience with a passion for programming. My solution oriented thinking is an asset in creative and technical problem solving on teams. Well-rounded as a worker, as I am always prepared and willing to learn new things in order to drive productivity and remain flexible to company needs.

## Skills and Qualifications

Languages - OOP with C#; currently studying databases and SQL; past experience with C++, Python, HTML5, CSS3, Javascript, XAML

Software – Unity 3D5, Visual Studio; past experience with Perforce, Unity Collaborate, 3D modeling with Maya, Unreal Engine 4.8, GIMP, video editing, online presentation tools, Microsoft Office, PowerPoint, Excel

## Projects

Humecha - Producer

- Organized team paperwork and documents
- Organized milestones and tracked project progress
- Delegated responsibilities to appropriate team members
- Research and contributions to design and documentation
- Edited video pitch and made sure it reflected the team's vision for the project appropriately

Wizard Wars – Assistant Producer

- Organized team paperwork and documents
- Organized milestones and tracked project progress
- Research and contributions to design and documentation
- Edited video pitch and made sure it reflected the team's vision for the project appropriately

Saguru Gear – Art Lead, Editor, Programmer

- Designed and built village environment
- Created animations and used C# and Unity to script gameplay interactions
- Conducted playtests and analyzed results
- Project Debugging

Novel Tactics - Programmer

- Contributed to design and documentation
- Programmed tutorial and other game play behaviors using C#
- Design and build quest behaviors
- Design and build levels and environments
- Project debugging
- Designed playtest questionnaires
- Conducted playtests and analyzed results

## Education

Bachelor of Science in Game Design  
Full Sail University, GPA 3.64  
(July 2014 – March 2017)

## Recognitions

Pathfinder Scholarship (July 2014)  
Perseverance Scholarship (July 2014)

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## Activities

Student IGDA

(Jan 2014 – March 2017)

Wednesday Weekly Game  
Design Workshop

(Nov 2014 – Jun 2015)

## Volunteer Work

Octagon Museum

(May 2011 – Nov 2011)

## Additional Work History

Mr. Brews Taphouse

Server/Manager

(June 2019 - Feb 2022)

Barnes and Noble

Lead Bookseller

(Sept 2016 – Nov 2018)

Claire's – Manager

(Jun 2011 – Nov 2014)

## References

Nick Iennarella

Current Contractor

(779) 902-0632

Oliver Setterlund

Current General Manager

Brews

(262) 689-5855

Angela Cash-Berry

Previous Manager Brews

(608) 535-0280

## Relevant Work History

### Dreaming Elm Games LLC Business Owner (Feb 2019 - Current)

- Bring games from concept to reality
- Communicate vision, goals, needs, deliverables and progress with contractor
- Analyze gameplay systems and provide feedback
- Analyze documentation (GDDs, Rules, technical design) and provide feedback
- Copy editing documents for clarity
- Technical writing for Rules, GDDs, processes, administrative communications
- Develop gameplay systems and mechanics to fit cohesively within game designs
- Usability testing design and analysis
- Analyze and plan for asset development
- Marketing research and marketing plan development
- Design production and customer interaction processes
- Set schedules and deadlines
- Create marketing content to advertise products and services
- Website development and maintenance

### Bad Panda Games, Inc. – Designer (April 2018 – Oct 2018)

- Task Tracking
- Research for code optimization and networking
- UI Design, documentation, and presentation detailing proposal
- Program UI Title menus using C# and Unity
- Report progress to Design Lead and Creative Director

### ID Tech – Instructor (June 2015 – Aug 2015)

Instructor for 5 courses related to coding and level design with responsibility for providing a fun and safe learning environment for kids

- Taught students concepts in level design and programming skills through practical application using game engine software Unreal Engine 4.8 Scratch, HTML5, and Javascript, and also modding with Shootmania and Torchlight II
- Fostered teamwork environment among students by encouraging them to problem solve together and critique design concepts together
- Assisted students in compiling a polished project for presentation

**Management Experience:** Customer Service, Forming goals, Motivating teams toward successfully meeting goals and completing tasks, Scheduling for optimal business, Network and hire to build a team, Associate training and continued skill development (soft skills + software), Identify opportunities for workflow and process improvement and problem solving an action plan