Michael Pulis

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Skills

- Unity
- C#
- Java
- Gameplay Programming
- VR Development
- Wwise

- Unreal Engine
- C++
- Javascript
- Network Programming
- Mobile Development
- Jira

- Perforce
- Python
- SQL
- UI Programming
- Console Development
- Business Japanese

Games

Palia [Unreal Engine 5]　　　　　　　　　　　　　　*Steam Page Link*
· Senior Gameplay Programmer
· Worked on the Lore team to create intuitive and scalable dialogue, quest, scheduling, minigame, and UI systems for an online, networked cozy simulation game
· Profiled and optimized code to run on lower end hardware like Nintendo Switch

Zombies Noir: Mixed Reality [Unity]　　　　　　　　*Meta Quest Link*
· Lead Programmer, Lead Director
· Created VR interaction system and optimized game for mixed reality
· Created code base and managed a team of programmers, reviewing their code
· Oversaw design decisions and organized tasks alongside production staff
· Worked with Meta to launch the first full mixed reality title on the Quest store

Rogue Company [Unreal Engine 4]　　　　　　　　　*Steam Page Link*
· Gameplay Programmer
· Worked with designers, artists, and tech artists to bring characters and features to life for a third person shooter
· Optimized game features for console and streamlined code architecture for an online, networked competitive multiplayer game

Abyss of Neptune [Unreal Engine 4]　　　　　　　　*Steam Page Link*
· Lead Programmer, Game Designer
· Created reusable plugin for UI, settings, and saved data for future projects

Experience

Singularity Six　　　　　　　　　　　　　　　　　Los Angeles, CA
Senior Gameplay Programmer
· Worked on a game-as-a-service cozy simulation game to bring consistent updates to players
· Used Unreal Engine 5, working primarily on gameplay features but also on engine and UI features
· Acted as interim tech lead for the Lore team

Synodic Arc   Bellevue, WA
Lead Programmer, Founder
· Created a small studio and received funding to bring the first full mixed reality game to life on Meta Quest
· Worked with publisher and met milestones without error
· Managed staff to ensure quality standards were met
· Additionally oversaw all major design decisions and created a standard for coding

Hi-Rez Studios   Alpharetta, GA
Gameplay Programmer
· Worked on a game-as-a-service third person shooter to bring consistent updates to players
· Used Unreal Engine 4, working primarily on gameplay features but also on engine and UI features

Sterling Computer Consultants, Inc.   Troy, MI
Software Developer
· Worked in an extensive code base with C# and SQL on a large team
· Used Team Foundation Server to manage code in an agile environment
· Participated in daily meetings discussing progress with clients

Education

University of Utah
Master in Entertainment Arts and Engineering – Engineering Track   Salt Lake City, UT
· Lead programmer on multiple student video game projects in Unity and Unreal
· Graduating GPA: 4.0

Oakland University
B.S. Computer Science, B.A. Japanese Language and Literature   Rochester Hills, MI
· Created a 3D RPG in Unity on a team for thesis project
· Magna Cum Laude, Honors College Graduate, Dean's List
· Graduating GPA: 3.8