



possumhomie.itch.io



github.com/Michael-Diaz



linkedin.com/in/michael-diaz-game-dev



michaeldiazcompsci.wixsite.com/gamedevportfolio

MICHAEL DIAZ

Technical Designer

CONTACT ME!



(813) 510-0979



michaeldiaz.compsci@gmail.com

SKILLS

Programming:

- C#, Java
- Perforce, Git
- JavaScript, Python, MEL, Unreal Blueprints
- C, C++
- CSS3, HTML5, PHP, JSON
- UML

Production:

- Unity, UE4, UE5
- Layouts, Whiteboxing, Set Dressing
- Whiteboarding, Rapid Prototyping, One-Page Designs
- Canva, Miro, Google Drive Suite, Adobe Suite

EDUCATION

- B.S. in Computer Science, '22
University of Central Florida
- M.S. in Interactive Media, '24
Florida Interactive Entertainment Academy

HOBBIES

I'm a *huge* Tabletop RPG nerd; I'm in a few D&D campaigns and I'm even writing a homebrew pirate-themed one right now!

If you have any systems you're a fan of, I'd love to hear more about them!

PROJECT EXPERIENCE

• **Co-op Tabletop, Unnatural 20 Studios** (Aug. '24 - Present)

Founder, Project Lead, Technical Designer

- Calculated and scripted a recursive matrix function in C# to prototype a character generator with attribute sliders, akin to those in many RPG games
- Programmed a dice manager to consolidate functionality common in tabletop RPGs into a user-accessible UI
- Created a system to allow players to build and save custom, editable character sheets through a UI to then distribute for a campaign

• **The Mortality Sequence, Nonsense Studios** (Aug. '24 - Dec. '24)

Technical Designer

- Designed and scripted a physical "plug and socket" system in C# to connect and transfer data between various items in game
- Utilized the existing "plug and socket" system to prototype a variety of items that transferred boolean, float, vector3, and string information, along with performing item-specific actions in the world
- Programmed and designed an in-game command line with working input capture/sanitization, functions, and diegetic UI
- Conceptualized and implemented a GOAP-based AI for enemies whose goals, actions, and world state were dynamically dependent on their attached components

• **DunMesh-ish** (May '24 - Oct. '24)

Technical Designer

- Built a Utility AI system where enemies dynamically evaluate hunger, aggression, and threats, enabling emergent pack-like behaviors in combat
- Created modular tools using Scriptable Objects to streamline enemy creation and behavior customization during testing
- Designed a robust diet system with carnivore, omnivore, and herbivore categories, simulating resource competition between enemy types and the player

• **Caesura, Overgrown Studios** (Nov. '23 - Aug. '24)

Design Lead

- Programmed rapid, functional prototypes of the core 'sway' mechanic in Unity, meant to emulate the physical action of bowing a violin
- Designed a method of non-violent combat in order to adhere to the core pillars of healing and music, all while keeping the player engaged despite not being able to attack
- Conceptualized various visual effects using Niagara in Unreal and established a consistent visual style alongside the team's art lead