

Michael M. Lowe

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SUMMARY

Full-Stack Web & Mobile Developer with a versatile skill set that combines deep knowledge of design and digital arts, with practical experience in a variety of programming languages and tools. Passionate about continuous learning and development.

SKILLS

Programming with Objective-C, C, C++, C#, JavaScript, Java, Swift, React, Node, Express, JavaScript, jQuery, MySQL, MongoDB, Firebase, HTML, CSS, Templating Engines, Bootstrap, Materialize, Bulma, Media Queries

Development using Xcode, Visual Studio, Atom, GitHub, Heroku

Game Design in Unity, Custom C++ Engine, ImpactJS, Box2d, GameSalad

Visual Design using Adobe Photoshop, Adobe Illustrator / Blender

EDUCATION

San Jose State University - (Expected) MS Software Engineering

January 2019 - June 2021

University of California, Berkeley - Full Stack Web Development Certification,

July 2017 - January 2018

University of California, Santa Cruz - BS Computer Science and Computer Game Design

September 2012 - August 2016

RELEVANT EXPERIENCE

Co-Founder / Mobile Developer, Foodworthy Inc. www.foodworthyapp.com

January 2015 - Present

- Built custom photo filtering system in Objective-C
- Implemented search system that provides geographically relevant results
- Designed and implemented user interface / user experience
- Designed marketing materials
- Written product descriptions and press release

Mobile Developer, CoffeeNow, LLC. www.coffeenow.us

November 2017 - August 2018

- Build app functionality using Swift language & Parse API
- Implement features using CoreLocation & MapKit
- Implemented Map Location Picker
- Build system for viewing nearby available users
- Implemented Privacy Settings

Founder / Game Designer, 9th Planet Studios

August 2009 - September 2012

- Sole founder and operator of mobile games company
- Developed and published over 15 titles for iOS & Android with over 900,000 total downloads
- Worked part time while completing high school
- Developed a passion for game development and desire to pursue a career in game computing/software

Mobile Developer Intern, Open Circle Inc.

June 2011 - August 2011

- Developed native client-side iOS prototype
- Attended regular meetings with Android and Web developers
- Implemented system for receiving push notifications and content updates from online web platform

APPLICATIONS BUILT / COMPLETED PROJECTS

Project Perfect Citizen <https://projectperfectcitizen.itch.io/project-perfect-citizen>

January 2016 - June 2016

Interactive narrative experience, addresses government surveillance in the modern digital age

Gameplay Programmer (Custom Engine, C++):

- Developed procedural character art system to enrich the game's immersive feeling
- Built custom render/animation components for game entities
- Implemented user input components and menus

Lead Technical Artist / Artist Coordinator:

- Designed user interface, level-specific themes, tutorial character, loading screens, and promotional materials
- Managed art team, wrote art style guide, maintained pipeline, ensured easy integration of art assets

Riff Stereo, <http://www.riffster.io>

October 2017 - November 2017

A social music sequencer that allows users to create, share, layer, and discover riffs published with sequencer/synthesizer tool

Back-End Developer (MVC):

- Built Node server and configured to project specifications
- Built API controller to handle all necessary requests using Express Router
- Integrated EJS Templating
- Built mySQL Database and Models with Sequelize
- User authentication with Passport/Bcrypt

Pairat, <http://pairat.herokuapp.com>, <https://github.com/mimlowe/pairat>

November 2017 - January 2018

An experimental sharing platform that allows users to share any web content from any website with other users via @mention

Back-End Developer (MVC):

- Built Node server and configured to project specifications
- Built API controller to handle all necessary requests using Express Router
- Built MongoDB Database and Models
- User Authentication with Passport/Bcrypt

Impaled

July 2012 - September 2012

Arcade style game in which the player throws extra-terrestrial beings onto a spear (similar to ring toss)

Sole Developer / Designer / Artist (GameSalad):

- Self published
- Charted #1 on UK Mac App Store (Games, Action Category)
- 118,563 downloads
- Built in GameSalad for compatibility with iOS, Android, and Mac

Drawp <http://michaelmlowe.com/CS20/>

January 2014 - March 2014

Sandbox puzzle game built in JavaScript utilizing ImpactJS and Box2D Physics Engine

Gameplay Programmer (Box2D, ImpactJS, JavaScript):

- Implemented game entities using JavaScript and Box2d Physics engine
- Implemented core game mechanic
- Implemented menu, interface, and control system

Game Designer / Artist:

- Designed levels and implemented tile maps
- Conducted play tests to ensure balanced mechanics, resources, and difficulty
- Designed visual assets with Adobe Photoshop & Illustrator

AWARDS**Presented by UC Santa Cruz for work on Project Perfect Citizen**

June 2016

Sammy Awards Grand Prize Winner

- The Sammy Awards is an annual awards ceremony, hosted by the Center for Games and Playable Media at UCSC and judged by a panel of industry professionals. It including games from both the undergraduate and masters program.

Presented by Independent Games Festival for work on Project Perfect Citizen

March 2017

Innovation Award Honorable Mention

- UBM (producer of Gamasutra.com and the Game Developers Conference) established the Independent Games Festival in 1998 to encourage innovation in game development and to recognize the best independent game developers.
- IGF.com/about-igf