



Michael Arcadi

Game Designer

email@michaelarcadi.com
www.michaelarcadi.com

Summary

Michael is an **award winning** designer with 6 years of experience, dedicated to creating charming and surprising worlds. Sometimes he makes small games for **game jams** with his friends, other times he makes games with teams of **professionals** as commercial products. One time he made a game out of nothing but a newspaper and some tape, but usually he makes his games with C# and Unity. *He specializes in minor details that go unnoticed by most.*

Work + Skills

Modbox - A Desktop + VR Game Creation Sandbox

Professional Work - Team of 5

- Responsible for game content creation using **custom tools** and in-game scripting systems.
- Logged and investigated **bug reports** from internal and external testing while managing feedback from players.
- Developed and iterated on various player facing systems and tools with a focus on **usability**.

PEAK VR - A Motion Chair VR Flight Sim

Professional Work - Team of 8

- **Collaborated** with artists and designers at SEED Interactive to improve existing features in the game.
- Communicated development status and any issues that occurred to **senior developers** on a regular basis.
- Balanced development time while **simultaneously** helping troubleshoot issues in other projects.

Meditations - A Game Project by Rami Ismail

Online Collaboration - Team of 1

- Developed in **6-ish hours** to make a game representing the day of May 25th based on my experiences.
- Contributed as one of over **350 collaborators** who made games for the final project.
- Received coverage from several gaming news sources such as **PC Gamer, Destructoid, Kotaku, and more.**



Unity



C#



JIRA



Blender



git



Teamwork



Communication

Education + Volunteering

Sheridan College (2015 - 2019)

- Honours Bachelor of Game Design
- Undergraduate Certificate in Creativity and Creative Problem Solving

Sheridan College (2014)

- Certificate of Art Fundamentals

Volunteer History:

- TOJam Jr. Organizer 2020 - 2021
- Hand Eye Society 2018 Fancy Video Game Ball
- Different Games 2017 Toronto Conference
- Toronto Game Jam (TOJam) Volunteer 2017
- Hand Eye Society 2016 Fancy Video Game Ball

I didn't have room for hobbies n' stuff, but I also like yoga, anime, and cooking.