Aidan Michaels

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EDUCATION

The College of New Jersey　　　　　　　　　　　　　　　　　　Ewing, NJ
B.A. in Interactive Multimedia, Minor in Computer Science　　　　*Aug. 2022 – May 2026*
- GPA: 3.97
- Dean's List 2022-2025
- Honors & Leadership: Phi Kappa Phi Honor Society (top 7.5% of class), Kappa Theta Pi

Northumbria University　　　　　　　　　　　Newcastle Upon Tyne, England
Software Engineering, Game Development Path (Unreal Engine 5)　　　*Spring 2023*

Ocean County Vocational Technical School　　　　　　　　Toms River, NJ
Computer Science　　　　　　　　　　　　　　　　　　*Sept. 2021 – June 2022*

EXPERIENCE

Gameplay Engineer Intern　　　　　　　　　　　　　May 2025 – Current
Alta　　　　　　　　　　　　　　　　　*Sydney, Australia (Remote)*
- Assist in development on REAVE, a VR medieval-extraction game on PCVR and Meta Quest.
- Work closely with the Engineering team on debugging, code refactoring, and feature work.
- Developed an in-game notification system and a dialog system
- Managed development tasks using Unity VCS, Jira, and Slack.

Unity Engineer Intern　　　　　　　　　　　　June 2024 – August 2024
StoryToys　　　　　　　　　　　　　　　　　*Dublin, Ireland (Remote)*
- Designed and optimized a child-friendly minigame featuring an AI opponent for the Sesame Street Mecha Builders mobile app using Unity and C#, which garnered over 1,200 plays on its first day of release.
- Implemented mechanics, UI, animations, and mobile-friendly interactions, ensuring smooth, accessible gameplay.
- Collaborated in an Agile team with designers, artists, and sound engineers, integrating assets and mechanics.
- Managed development tasks and version control using GitHub, Jira, Miro, and Slack.
- Contributed to daily standups, sprints, and brainstorming sessions to align with project goals.

PROJECTS

Ratioactive | *Godot, GDScript, AI, Pathfinding, OOP, GitHub*　　　　Summer 2023
- Responsible for gameplay systems, including enemy AI, pathfinding, and wave-based survival mechanics in Godot.
- Developed player controls, combat mechanics, and weapon systems, ensuring engaging arcade-shooter gameplay.
- Collaborated on design and assets while managing version control via GitHub.

Elephant in the Room | *Unity, C#, Gameplay Programming, Systems Design*　　　2025
- Developed a dynamic interactive object system to streamline world interactions.
- Implemented core gameplay mechanics, integrating assets and refining interactions through iterative playtesting.
- Collaborated with designers, artists, and sound engineers to ensure technical feasibility and maintain the game design document.

SkillsUSA Web Design Competition | *HTML, CSS, JavaScript, UX/UI*　　　2021 & 2022
- Two-time State Champion (2021, 2022), recognized for excellence in web development and problem-solving under competition conditions.
- Placed 9th nationally in 2021, excelling in responsive design, accessibility, and innovative implementation.
- Designed and built fully functional websites under tight time constraints in a two-person team.

TECHNICAL SKILLS

Languages: C#, Java, Python, C/C++, JavaScript, GDScript, HTML/CSS
Game Engines: Unity, Godot, Unreal Engine (Blueprints)
Developer Tools: GitHub, Jetbrains Rider, OpenAI, Visual Studio + Code, IntelliJ, Miro, Oracle Cloud