Michael Ammer

Designer & Scripter

MCAmmer146@gmail.com

www.mcammer.com

Skills

- **Editors & Engines** – Frostbite, Unreal Engine, Unity, Radiant, Gamebryo, Hero Engine, Source
- **Scripting** – C#, JavaScript, Visual Scripting (Unreal Blueprints/Frostbite Schematics), Lua
- **Art Asset Creation** – 3D Studio Max, Adobe Photoshop, Adobe After Effects
- **Office Applications** – Microsoft Word, Excel, PowerPoint; Perforce and other Version Control
- **Written & Verbal Communication Skills** - Very strong written and verbal documentation and communication skills

Design Specialties

- Architectural Design Skills
- Level and Gameplay Flow Planning
- Level Construction/Iteration/Detailing
- Creative problem solving

- Gameplay & Environmental Scripting
- System and Tools Design/Documentation
- Machinima/Matinee/Cutscenes
- Visual FX/Particle Creation, Editing

Game Development Experience

Mass Effect: Andromeda – BioWare   November 2015 – March 2017
Senior Designer, Scripter

- Designed, implemented, and maintained content for the planets Aya and Havarl
- Worked aggressively on dynamic content streaming and population to accommodate Aya, the game's most open and densely-populated "Hub" space
- Created a custom combat spawning system to appropriately populate Havarl, the game's only "Exploration" planet without the Nomad vehicle (resulting in a tighter, denser experience)
- Custom-scripted complex AI behaviors such as "Player Escorting" and "Location Guarding"
- Created and maintained several designer-facing gameplay implementation tools such as "Look At Triggers" and "AI Capture Stations"

SWTOR: Knights of the Fallen Empire **(Digital Expansion)** – BioWare   March 2015 – October 2015
Senior Designer, Scripter

- Designed, constructed, scripted, and spawned the highly-repeatable end-game "Star Fortress" Flashpoint (Dungeon)
- Created a system for randomly-assembled layouts, and in-dungeon abilities to encourage replayability and player mastery
- Scripted complex, multi-stage, environmental "Boss" fights

Game Development Experience (cont.)

Shadow Realms **(Unreleased)** – BioWare   May 2013 – February 2015
Senior Designer, Scripter

- Designed, constructed, scripted, and spawned branching multiplayer gameplay levels
- Constructed, scripted, and maintained core gameplay objects such as Doors, Checkpoints and Traps
- Worked directly with Engineering to design, document, and implement gameplay systems and their respective Designer-facing creation tools, including:
    - Level/Match Manager System
    - Quest System
    - Encounter Spawning System
    - Prefab State Machine System
    - Interaction System
    - Level Hazard/Trap System
- Planned, paced, scripted, and created VFX for the game's in-engine announcement trailer

SWTOR: Rise of the Hutt Cartel **(Digital Expansion)** – BioWare   March 2012 – April 2013
World Designer, Scripter

- Worked with Engineering to design, document, and implement the Macrobinocular and Seeker Droid content-delivery systems
- Designed and implemented critical-path quest lines for Macrobinocular and Seeker Droid systems
- Designed and scripted new environmental puzzle-heavy dungeons, and multi-stage "Boss" fights for use in Macrobinocular and
  Seeker Droid quest lines
- Scripted, spawned, and created unique VFX for multi-stage puzzle "Boss" fights during Macrobinocular and Seeker Droid quest lines

Star Wars: The Old Republic – BioWare   July 2009 – February 2012
World Designer, Scripter

- Responsible for scripting all Quest Content on the planet Alderaan
- Designed, scripted, and spawned dynamic/puzzle "Boss" fights for Quests
- Designed and implemented Staged Bonus and Area Quest systems
- Designed and scripted the "Matrix Cube" assembly sequences for the Datacron system
- Designed, prototyped, and implemented the NPC-Mounted Turret system
- Worked as the liaison between the Design and VFX departments to create, communicate, and maintain many of the scripted VFX in the game

Various Projects – Last Bastion Games   January 2007 – July 2008
Game Artist, Designer

- Worked in conjunction with a programmer to create small, Unity-based, web-distributed games
- Designed and balanced game systems and rules
- Used 3ds Max and Photoshop to model, texture, rig, and animate low-poly assets for 3D web games

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Other Work Experience

Plink Media   July 2007 – December 2007

3D Artist/Web Artist

- Worked on a contract basis to model and render 3d assets for use in clients' web sites and web applications

The Pennsylvania State University   January 2006 – May 2006

Flash Game Design Teaching Assistant

- Worked with a Professor of Game Theory to instruct a class of 18 students in the art, scripting, and game design skills necessary for the creation of Flash-based games

Education

Professional Certificate in Interactive Technology   **The Guildhall at SMU**

Specialization in Level Design   May 2009

Gearbox Scholarship Award Winner

Bachelor's Degree in Integrative Arts   **Pennsylvania State University**

Specialization in New Media   May 2007

Minor in Architecture