



Michael Schoell

Email: [michael.schoell@gmail.com](mailto:michael.schoell@gmail.com)

Website: [michaelschoell.com](http://michaelschoell.com)

## **Summary**

Nine years of personal education in programming and being a self starter is evident with various projects in both programming and design.

## **Education**

Full Sail University - Winter Park, FL  
July 2009 - April 2011  
B.S. of Game Development  
GPA: 3.5

## **Game Development Projects**

### **The Passage**

November 2010 - Present

Team Size: 7 programmers, 3 artists, 1 producer

Genre: Racing Platformer

Graphics API: DirectX Sound API: Wwise

Role: Rendering and Graphics Programmer

- Built the rendering pipeline utilizing polymorphic objects.
- Created the XML and LUA powered user interface engine.
- Designed the coding framework

### **Stranded**

March 2010 - April 2010

Team Size: 4 programmers

Genre: Tower Defense, RTS

Graphics API: DirectX Sound API: FMOD

Role: AI and Core System Architecture

- Programmed Enemy Flight or Flee AI using steering behaviors and genetic algorithms.
- Set up lighting using various blend methods and a texture.

### **Loradon**

2004 - 2008

Team Size: 1 programmer, 1 artist, 1 designer

Genre: 2D MMO

State: Shutdown

Role: Designer

- Designed skills and abilities for 9 character classes built around equations to keep things varied but balanced.
- Crafted quests using LUA.
- Using an equation to determine available stats, designed balanced items based on their level.

### **Programming Skills**

- C/C++
- Visual C#
- LUA
- DirectX 9
- HLSL
- Visual Basic 6/.NET
- XML

### **Applications and Software**

- Windows XP/Vista/7
- Alienbrain Source Control
- Microsoft Office
- Visual Studio 2008
- Tortoise SVN

### **Exposed to the Following:**

- Maya
- Assembly (x86)
- OpenGL
- GLSL
- PHP
- MySQL
- HTML
- Python

## **Other Projects**

- Hierarchical Pathfinding—Designed a system that could do multiple layers of pathfinding to find a good path faster.
- Dark Forge UI—Using a system of C++, LUA and XML, designed a scriptable user interface system for rapid creation of menus and HUD.