

MICHAEL MA

PERSONAL DETAILS

Name: Ma Chung Yin (Michael Ma)

Date of birth: 9th December 1999

Email: michaelcyma129@gmail.com

Phone Number: 07846901509

Portfolio: <https://www.michaelma.co.uk>

WORK EXPERIENCE

MAY 2021 - PRESENT

Level 2 Technical Designer - Flix Interactive

Worked on Sniper Elite 5, the Landing Force DLC Mission and contributed throughout the level design process with the objective setups and enemy patrols. I also worked alongside environmental artists and the QA department during development.

JULY - AUGUST 2019

Game Tester - Aither Entertainment

I was a member of the testing team and my responsibilities were to test the game's various features, finding bugs and reporting them as well as documenting the GUI changes. I learned to document bugs and report them in an Excel document in a studio environment and communicate with the other bug tester on the team to take on the tasks.

KEY SKILLS

- 4 years of experience with C#
 - 4 years of experience with Unity and Unreal Engine 4
 - 4 years of experience with Blueprint and visual scripting
 - Familiar with agile practices like sprints and milestones
 - Experience with GitHub, Perforce and Source Control
 - Clear communication skills with fluent English, Cantonese, and Mandarin
 - Able to be determined and critically think while solving problems
-

- EDUCATION**
- Staffordshire University - Stoke-on-Trent, UK (Sep 2018 - June 2021)
Graduated with a First-Class Honours Degree in Computer Games Design and Programming
-

- ACHIEVEMENTS**
- TIGA Graduate of the Year 2021
I was nominated by Staffordshire University and awarded the accolade of 'TIGA Graduate of the Year' by the TIGA Education Committee in the Computer Games Technology category.
-

- HOBBIES AND INTERESTS**
- Drawing pixel art and animation inspired by other 2D games.
 - Modelling in Blender with a low poly, pixel texture aesthetic using an add on named "Sprytile"
 - Travelling, most notably Japan and China for the food and scenery.
 - Playing multiplayer games with friends and discovering indie games.
 - Swimming, playing squash, and going to the gym
-