

# MICHAEL NAKAMURA

## GAME DESIGNER

### PROFILE SUMMARY

I am a Passionate **Game Technical Designer** that focuses on creating engaging and interesting **gameplay systems**. Proficient in making **rapid prototypes**, putting ideas from writing concepts to engine. Specialized in using the **Unreal Engine** with **Blueprints (C++)**, also able to handle **Unity and C# programming**. I am quite familiar in working in a **team environment**, being able to use tools such as **Jira and Trello** to communicate while also being experienced with industry norm **source control**.

### EDUCATION

- ▶ **Game Design Master's** May 2022 - June 2023  
Full Sail University
- ▶ **Game Design Bachelor's** Sept 2017 - May 2020  
Full Sail University

### PROJECTS

- ▶ **Founder and Technical Designer** Aug 2023 - Present  
Mini Tank Arena
  - Designed and implemented key gameplay mechanics and systems such as the multiplayer framework, player movement, combat and UI using UE5.
  - Designed and prototyped the base tank functionality that is shared with all tanks in the game such as moving, aiming and shooting.
  - Developed a multiplayer framework that allows hosting and joining lobbies using the Steam subsystem network.
- ▶ **Technical Designer** Sept 2022 - April 2023  
Moon is not the Limit
  - Designed and implemented main gameplay progression by managing a system of level sequences that play based on player answer choices.
  - Implemented an inventory system that tracks what the player has chosen for their voyages and rocket parts.
  - Added a quest system that keeps track of player objectives.
  - Implemented replay-able gameplay loops by introducing unlocks of new parts when the player finishes missions.
- ▶ **Technical Designer** Jan 2020 - May 2020  
Slay the Galaxy
  - Developed the behavior system for all enemies, including bosses.
  - Designed the main progression system, with roguelike gameplay loops.
  - Designed and developed the combat gameplay, creating all the projectiles and shooting functionalities of the player.

✉ michaelnakamuragd@gmail.com

☎ (786) 547 5684

📍 Sunrise, Florida 33351

🌐 [Portfolio](#)

### SKILLS

- Unreal Engine (4 & 5)
- Unity
- Visual Scripting (Blueprints)
- Scripting (C++, C#)
- Prototyping
- Gameplay programming
- Debugging
- Agile / Scrum
- Jira / Trello
- Source Control (Perforce, Git)

### LANGUAGE

- English
- Spanish
- Japanese

### WORK EXPERIENCE

#### Assistant Manager & IT

La Perla Seafood Bar & Grill  
(2016 - 2017), (2020 - 2022)

- Input & Organize Data (Excel)
- Menu Design
- Maintain service network program (Toast)
- Web Page Designer