

Michael Caporale

3D Artist, Level Designer, Tester, Future Game Designer

PO Box 2077

Redmond, WA 98073

(425) 246-6387

1337capo@gmail.com

Objectives

To learn all aspects of the Video Game business and develop a career as a Game Designer

Relevant Experience and Achievements

Produced “**Mushroom Warrior**,” a platforming game, in Adobe Flash for Senior Project

Developed several **fully playable maps for Halo: CE**; two have over a thousand downloads

Modeled a vintage Thompson M1A1 submachine gun, usable in Halo: CE

Founder of my own consulting company: **Genius4Rent®**

Produced website for Genius4Rent®

Jointly **designed confidential technology for interactive media applications**; US and International patents applied for. Currently in process of SBIR grant application in DARPA program.
Purpose: Intelligent Avatars for advanced defense simulation technology.

Proficiencies

3DS Max 2009

Adobe Creative Suite 3:

Photoshop

Dreamweaver

Flash

Illustrator

Fireworks

InDesign

Microsoft Office 2007 Suite

Word

PowerPoint
Excel
Publisher
Outlook

Halo Editing Kit (developer tools for Halo: Custom Edition)

Cakewalk Sonar 7 Audio Recording Software

Additional Experience with

Java and C# Programming

Maya

NewTek LightWave 3D

Radiant (SDK for Call of Duty 2)

Source SDK and Hammer Level Editor (SDK for Counterstrike: Source)

Macromedia Director

Torque Game Engine SDK and Torque 2D Engine

Work Experience

Office Assistant, Future Sale Group Inc.; Redmond, WA – Aug -Sep 2006 and 2007

Answering phones, calling customers, filling out orders, performing inventory checks, shipping and receiving, stocking the warehouse, cleaning

Game Tester, Microsoft Game Studios; Redmond, WA – 2005-2007

Various experiences testing and doing focus groups for current-gen Microsoft games via the Microsoft Playtest program; 6 hour beta test of major Xbox 360 game.

Server, Marinepolis Sushiland; Redmond, WA – Aug-Sep 2008

Seating customers, serving drinks, soups and desserts, cash register, taking orders, take-out orders via phone, bussing tables, overall cleaning

Associate, BrandXGames; Redmond, WA – 2006-present

Consultation and testing, game design and development meetings

Front Desk, Rosecrans Dormitory; Loyola Marymount University – Nov 2008-present

Running the front desk of the dorm, signing in and keeping track of guests during night-time hours

Education

Overlake High School Redmond, WA – graduated June 2008

Loyola Marymount University, freshman Los Angeles, CA – Studio Arts: Multimedia, May 2012

Community Service

Designed Website for Redmond Teen Center

Founded Overlake Support Foundation at my high school, which raised over \$3000 in support for Hurricane Katrina victims

Volunteered at Overlake Christian Church Nursery

Interests and other background

-Learned Japanese in school for 7 years, and did two week exchange program in Japan

-2D and Website Design

-Drawing, Painting

-Drummer and songwriter in band for 5 years

-Recorded, mixed/produced, and mastered first album as well as created all of the album art and produced the actual CDs

-Editor-in-Chief of high school newspaper, *The Overlake Independent*

-Gaming and Computers

-Programming (took C# Programming and AP Computer Science in High School); as well as Flash Programming with ActionScript

-Played Varsity Baseball throughout high school