Michael Vincent Poirier

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Summary: Cross-disciplinary game creator, animator, and technical artist with collaborative experience in concept art, 3D modeling, digital animation, and game design.

Education: **Carnegie Mellon University**, Pittsburgh PA
Bachelor of Fine Arts, May 2021, GPA 3.5/4.0
Minors in **Animation** and **Game Design**, Concentration in **Electronic and Time-Based Media**
Relevant courses: *Advanced Animation, Character Rigging, Programming for Game Design, Understanding Game Engines, Game Design/Prototyping/Production, Games Toolkit/Studio, Experimental Game Design, Real-time Animation, Reality Computing*

Skills: Visual Art: Adobe (Photoshop, Illustrator, Premiere, After Effects), Texturing, Animating
3D Modeling: Maya, AutoCAD, MODO, Rhino
Game Design: Unity, GameMaker, Scratch, Prototyping, Storyboarding
Programming: C#, Python, Java, Eclipse, HTML

Game Projects: **Independently-created games**: Created stories and characters. Textured sprites. Animated characters and movements. Designed and programmed interactions, physics, cinematics, game levels, game play mechanics, and path-tracking.

- *Dream Diary* (2020): Multiple game worlds that interact with one another (Unity)
- *Greeks & Arms* (2020): Educational game that teaches ancient Greek warfare to middle-school students (completed mechanics in Unity)
- *Time Lok* (2019): Side-scroller hack and slash about space and time (Photoshop, Unity)
- *KanBuKan* (2019): 3D platformer about manipulating the player's environment (Unity)
- *Child* (2018): 8-bit horror RPG about a child (GameMaker)

Contributed to team-created games as **lead/major artist**: Designed concept art for characters, created character art and environment assets, and integrated assets with Unity.

- *Fowl Play* (2020): Half-court basketball game played by various birds
- *Fishtails* (2020): Platformer about a mutant bipedal fish in the sewer
- *Trojan Course* (2020): Construction game about designing and navigating a Trojan Horse
- *The Repairist* (Pittsburgh Global Game Jam, 2020): Multi-genre game about a therapist

Professional Experience: **Pratt Institute**, Brooklyn NY
Artist/Programmer/Beta Tester Intern, May to August 2018/2019
(in collaboration with Pratt graduate students)

- *Song Searching*: A video game about whales and noise pollution created by ships. Designed UI of game statistics using Photoshop. Programmed ship navigation and whale movement using Unity. (Team of 3)
- Augmented Reality Educational Flashcards: Designed for the Game Design Programming course to help students remember coding languages. Designed graphics and animated the flashcards using Photoshop.

Other Activities: Game Creation Society, certified lifeguard, swim instructor, passionate about making and modding games