Michael Fiefer

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Education

Otis College of Art and Design -Graduated: May 2017
Bachelor of Fine Arts
Major: Game Design
GPA: 3.52

Programs/Skills

Maya - Modeling, UV layout, Texturing, Rigging, Animation
UE4- Material Editor, Visual Blueprinting, UI
Substance Painter- 3D model textures
Photoshop
Excel/Word
C++

Work Experience

Game Designer/Technical Artist/Programmer
Freelance (2011-Present)

-In 2011, started making flash games on Kongregate.com
  Under the username: Leftover Remains

-Self taught programming, including: Visual Blueprinting, Stencyl's block-coding, C++, etc.

-I debug my own code, regardless of the size project, just to make sure everything works
  100% of the time

-I value knowledge and how I can utilize it for the current project I am working on

-In 2016, got my first taste of the Unreal Engine, and I love the new challenges I overcome
  to this day

Selected Projects
-Screenshots and other projects can be found on my website

Bobs Burgers Thesis (Unofficial Game) Released: July 2017

A 7 month project that helped push the limits of my knowledge of both Maya and UE4. The player plays the role of Bob, as he is trapped inside the wallspace of his own house.

Sunken Ship Released: May 2017

A group project that consisted of a non-playable scene, in which the camera is shown overlooking the remains of a large creature, as well as the sunken ship that was it's final meal.

1940's Detective Office Released: December 2016

A solo, semester-long project that was my introduction into Substance Painter and Designer. We had to create a beautiful corner, with most of us going further and completing the overall scene.