

# Michael M. Lowe

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## SUMMARY

Web & Mobile Developer with a versatile skill set that combines deep knowledge of design and digital arts, with practical experience in a variety of programming languages and tools. Passionate about continuous learning and development.

## SKILLS

**Programming** with Objective-C, C, C++, C#, JavaScript, Java, Swift, React, Node, Express, JavaScript, jQuery, MySQL, MongoDB, Firebase, HTML, CSS, Templating Engines, Bootstrap, Materialize, Bulma, Media Queries

**Development** using Xcode, Visual Studio, Atom, GitHub, Heroku

**Game Design** in Unity, Custom C++ Engine, ImpactJS, Box2d, GameSalad

**Visual Design** using Adobe Photoshop, Adobe Illustrator / Blender

## EDUCATION

University of California, Berkeley - Full Stack Web Development Certification,

July 2017 - January 2018

University of California, Santa Cruz - B.S. Computer Science: Game Design

September 2012 - August 2016

## RELEVANT EXPERIENCE

**Mobile Developer, CoffeeNow, LLC.** [www.coffeenow.us](http://www.coffeenow.us)

November 2017 - Present

- Build app functionality using Swift language & Parse API
- Implement features using CoreLocation & MapKit
- Implemented Map Location Picker
- Build system for viewing nearby available users
- Implemented Privacy Settings

**Co-Founder / Mobile Developer, Foodworthy Inc.** [www.foodworthyapp.com](http://www.foodworthyapp.com)

January 2015 - Present

- Built custom photo filtering system in Objective-C
- Implemented search system that provides geographically relevant results
- Designed and implemented user interface / user experience
- Designed marketing materials
- Written product descriptions and press release

**Designer / Front End Developer, (Contract) Digital Roam Inc.**

July 2017 - August 2017

- Designed a storyboard of an interactive game / booth for the Salesforce Dreamforce convention
- Drew / sketched initial storyboard draft & iterations
- Created interactive/digital storyboard using HTML, CSS, JavaScript

**Founder / Game Designer, 9th Planet Studios**

August 2009 - September 2012

- Sole founder and operator of mobile games company
- Developed and published over 15 titles for iOS & Android with over 900,000 total downloads
- Worked part time while completing high school
- Developed a passion for game development and desire to pursue a career in game computing/software

**Mobile Developer Intern, Open Circle Inc.**

June 2011 - August 2011

- Developed native client-side iOS prototype
- Attended regular meetings with Android and Web developers
- Implemented system for receiving push notifications and content updates from online web platform

## APPLICATIONS BUILT / COMPLETED PROJECTS

**Project Perfect Citizen** <https://projectperfectcitizen.itch.io/project-perfect-citizen>

January 2016 - June 2016

Interactive narrative experience, addresses government surveillance in the modern digital age

**Gameplay Programmer (Custom Engine, C++):**

- Developed procedural character art system to enrich the game's immersive feeling
- Built custom render/animation components for game entities
- Implemented user input components and menus

**Lead Technical Artist / Artist Coordinator:**

- Designed user interface, level-specific themes, tutorial character, loading screens, and promotional materials
- Managed art team, wrote art style guide, maintained pipeline, ensured easy integration of art assets

**Riff Stereo**, <http://www.riffster.io>

October 2017 - November 2017

A social music sequencer that allows users to create, share, layer, and discover riffs published with sequencer/synthesizer tool

**Back-End Developer (MVC):**

- Built Node server and configured to project specifications
- Built API controller to handle all necessary requests using Express Router
- Integrated EJS Templating
- Built mySQL Database and Models with Sequelize
- User authentication with Passport/Bcrypt

**Pairat**, <http://pairat.herokuapp.com>, <https://github.com/mimlowe/pairat>

November 2017 - January 2018

An experimental sharing platform that allows users to share any web content from any website with other users via @mention

**Back-End Developer (MVC):**

- Built Node server and configured to project specifications
- Built API controller to handle all necessary requests using Express Router
- Built MongoDB Database and Models
- User Authentication with Passport/Bcrypt

**Impaled**

July 2012 - September 2012

Arcade style game in which the player throws extra-terrestrial beings onto a spear (similar to ring toss)

**Sole Developer / Designer / Artist (GameSalad):**

- Self published
- Charted #1 on UK Mac App Store (Games, Action Category)
- 118,563 downloads
- Built in GameSalad for compatibility with iOS, Android, and Mac

**Drawp** <http://michaelmlowe.com/CS20/>

January 2014 - March 2014

Sandbox puzzle game built in JavaScript utilizing ImpactJS and Box2D Physics Engine

**Gameplay Programmer (Box2D, ImpactJS, JavaScript):**

- Implemented game entities using JavaScript and Box2d Physics engine
- Implemented core game mechanic
- Implemented menu, interface, and control system

**Game Designer / Artist:**

- Designed levels and implemented tile maps
- Conducted play tests to ensure balanced mechanics, resources, and difficulty
- Designed visual assets with Adobe Photoshop & Illustrator

**Rock Paper Scissors Battle Arena** <https://www.youtube.com/watch?v=1IQ3CJynEuc>

September 2015 - November 2015

Personal project geared towards experimenting with 3 player game dynamics

**Gameplay Programmer (Unity, C#):**

- Developed multiplayer combat system
- Implemented character mechanics and behaviors
- Implemented HUD and control scheme

**Game Designer:**

- Conceptualized experimental game dynamic
- Conducted play tests exploring the implications on moment-to-moment gameplay

**AWARDS****Presented by UC Santa Cruz for work on Project Perfect Citizen**

June 2016

**Sammy Awards Grand Prize Winner**

- The Sammy Awards is an annual awards ceremony, hosted by the Center for Games and Playable Media at UCSC and judged by a panel of industry professionals. It including games from both the undergraduate and masters program.

**Presented by Independent Games Festival for work on Project Perfect Citizen**

March 2017

**Innovation Award Honorable Mention**

- UBM (producer of Gamasutra.com and the Game Developers Conference) established the Independent Games Festival in 1998 to encourage innovation in game development and to recognize the best independent game developers.  
- [IGF.com/about-igf](http://IGF.com/about-igf)