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| Carteret, NJ 07008 | **Michael Chervenak**[**LinkedIn**](https://www.linkedin.com/in/Cherve3) **|** [**GitHub**](https://github.com/Cherve3) **|** [**itch.io**](https://cherve.itch.io/) **|** [**Website**](https://ch3rv3.wixsite.com/cherve) | ch3rv3@gmail.com |
| **Employment** |
| **Tools/Systems Programmer** | [**Small Loan Studio**](https://www.linkedin.com/company/small-loan-studio/posts/) | **Sept 2024 – Current** |
| * Improved and maintaining a custom greyboxing tool plugin in Godot.
* Designing and building a serialization manager that loads and saves data and keeps track of persistent levels during gameplay.
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| **Gameplay Programmer** | [**Bitrate Games**](https://www.bitrategames.com/) | **Jan 2024 – Aug 2025** |
| * Working on Roswell’s Journey using Rider, Unreal Engine 5.4, Perforce, HacknPlan, Taiga, and Discord.
* Setup controller and Keyboard/mouse controls with custom character movement component for local multiplayer characters.
* Iterated with the team to find the best solution for handling AI characters and spearheaded the rework of the current AI to use State Trees instead of Behavior Trees.
* Created a world spline system with branching splines for all pawns to travel along in a level.
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| **Game Developer** | **[P1] Virtual Civilization Initiative** | **May 2023 – Jan 2024** |
| * Led the programming team as a servant leader, improved the onboarding and retention of new volunteers to [P1], simplified procedures with Trello and GitHub to eliminate bottlenecks in the programming team’s workflow.
* Identified, documented, and fixed multiple bugs in the Sky Jellies prototype using Unity and Trello.
* Organized and improved all the programming team’s documentation with Notice.
* Assisted in the creation of UML Diagrams for the existing systems of Sky Jellies with PlantUML and Miro.
* Improved and expanded the Sky Jellies prototype tutorial.
* Designed and implemented inventory system in the Sky Jellies production build.
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| **QA Tester** | [DAQA](https://daqa.net/) & [GBTN by Keywords Studios](https://www.keywordsstudios.com/services/functionality-qa/gbtn/) | **Oct 2014 – Current** |
| * Insured the functionality of systems for AAA games developed for PC, Xbox, PlayStation, mobile, and Stadia were functioning properly.
* Reported hundreds of bugs with detailed recreation steps.
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| **Education** |
| **Newark, NJ** | **Rutgers University** | **May 2021** |
| * B.A. in Computer Science with Minor in Mathematics, *Magna cum laude*
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| **Languages and Technologies** |
| * C++, C, C#, Blueprints, GDScript, Java, Python, CMake, SDL 2/3
* Rider, Visual Studio, VS Code, Perforce, GitHub, Git Bash, Unreal Engine 5, Unity, Godot, custom engines
* HacknPlan, Trello, Miro, Taiga, PlantUML, Notice, Notion, Discord
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| **Technical Experience** |  |
| * **Game Engine** (2025). An Initial game engine from scratch using C++, Cmake, Vulkan 1.4, and SDL 3. [(GitHub)](https://github.com/Cherve3/PolarisEngine)
* **Shardrun** – [Portfolio](https://ch3rv3.wixsite.com/cherve/shardrun) (2023). A multiplayer tag/infection game. Developed multiple abilities, shard item pickup, player ready logic for waiting rooms, and implemented various parts of the the UI. *(Unity, C#, PC)*
* **Jelly’s Daydream** – [Portfolio](https://ch3rv3.wixsite.com/cherve/jellys-daydream) (2023). I developed a procedural level and “capture area” that is all randomized at runtime. Implemented the UI designer’s assets and programmed the functionality. *(Unity C#, Android)*
* **Game Engines** (2021). Designed and implemented a 2D game engine [(GitHub)](https://github.com/Cherve3/2D-Game-Project) [(Portfolio)](https://ch3rv3.wixsite.com/cherve/2d-game-engine) for an open world beat ‘em up and a 3D game engine [(GitHub)](https://github.com/Cherve3/Vulkan-Game-Project) [(Portfolio)](https://ch3rv3.wixsite.com/cherve/vulkan-game-project) for an open world RPG. Systems: entitity, camera, UI, combat, animation, stats, random loot chests, quests, interaction, audio, and item pickup. Used Chipmunk for 2D physics. *(C, SDL 2, Vulkan)*
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| Certificates |  |
| **Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games** | Jan 2023 |
| * Learned how to start making games with Unreal Engine 5, focusing on Object-Oriented design and best practices.

Created six projects with increasing difficulty including the basics of the editor, when to use C++ and/or Blueprints, level design, gameplay systems, artificial intelligence, animation, UI, and more. |
| **Electronic Arts Virtual Experience Program Participant** | Nov 2022 |
| * Participated in the open access Electronic Arts Virtual Experience Program with Forage.

Tasks – Write a feature proposal, create a game object class, improve an inventory system, character creators |
| **Udemy: Beginning C++ Programmer – From Beginner to Beyond** | July 2022 |
| * Basic and advanced topics of modern C++, maintaining best practices and learning features up to C++20.
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