

MICHAEL GUATTERY

Technical Artist | Game Developer

[linkedin.com/in/michael-guattery](https://www.linkedin.com/in/michael-guattery)

myguattery@gmail.com

myguattery.com



EXPERIENCE

Technical Artist - **Sago Mini**

Sago Mini School | Toronto, ON | On-Site and Remote | 2019 - Present

Working as a Technical Artist in a highly collaborative and agile team for the subscription based mobile application, *Sago Mini School*. For which I have over 18 shipped releases (and counting) on the App Store (iOS) and Google Play (Android)

- Released monthly updates for subscriber acquisition and retention. To meet time-sensitive requests for new content, I expedited our Art Pipeline by developing tools which:
 - Automated creation of 2D rigs, procedural motion, particles, and shaders
 - Used custom Adobe CS Commands to prepare art for export into engines
- Used user metrics and data with Artists and Designers to design and implement visuals and interactions for the applications most played minigame
- Developed (C#) custom interactions and effects through guidance and peer code review with our Engineering team
- Interviewed, onboarded, coached, and mentored Technical Artists. Conducted reviews, tutorial sessions and served as a resource for them to adopt company workflows

Game Developer Intern - **Embreate**

Unannounced Project | Toronto, ON | On-Site | 2018

Worked as a Game Developer Intern in a team of 6 to complete a vertical slice prototype. After my internship, the project was pitched and the studio received funding for continued development.

- Hybridised 2D & 3D Game Development, implementing 2D & 3D assets
- Presented weekly Work in Progress reports
- Created scalable Unity Editor tools within the FSM plugin BehaviourMachine, specifically to generate and align Unity UI and Text
 - Wrote detailed guides for future use, peer-reviewed by co-workers

EDUCATION

Sheridan College | **Honours Bachelor of Game Design** | Oakville, ON | 2015-2019 (Graduated)

Thesis Project - *Trail Mix* - Accomplishments:

- Speaker - Game Developers Conference - Experimental Gameplay Workshop (2020)
- Best Student Game Honourable Mention - Independent Games Festival (2020)
- Over 10,000 downloads on itch.io

UC Berkeley Extension | **Introduction to C Language Programming** | Online Course | 2017 (Completed)

SOFTWARE

Unity 3D Engine

Adobe Creative Suite

- Animate
- Illustrator
- Photoshop
- Premiere Pro

Programming

- C#
- Javascript

Visual Studio Code

SourceTree

Github

Jira - Issue Tracking

Asana - Workflow

Google Workspace

Blender