

Michael Nelson

Entry Level Game Design with UI/UX Specialization

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EXPERIENCE

Game Design, Rider University - (Spring 2023)

- Conceptualized prototype builds while employing basic concepts of game design

Game Development I, Rider University - (Fall 2023)

- Learned and gained experience independently to build game mechanics via Godot Game Engine and programming
- Identified and compiled coding errors through GDScript (C++)

User Experience Design, Rider University (Fall 2025)

- Developed and initiated prototypes for a financial application tool using human computer interaction, usability, and design principles
- Conducted ideation sessions to gather feedback from users

Game Workshop, Rider University (2025-2026)

- Cooperated with team members to develop fully functioning game mechanics via Godot Game Engine
 - Conceptualized UI placeholders and designs to refine user experience
 - Optimized and contributed to coding interface elements
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SKILLS

- *Design Software*: Adobe Photoshop, Adobe Indesign, Adobe Illustrator, Canva, Figma
 - *Scripting & Programming*: HTML, CSS, JavaScript, C++, Python; Visual Studio Code
 - *Game Development*: Godot Game Engine, Unreal Engine, Maya
 - *User Experience*: Flow Diagrams, Persona Creation, Data Gathering
 - *Google Suite*: Docs, Slides, Sheets, Forms
 - *Soft Skills*: Problem-Solving, Multitasking, Communication
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EDUCATION

Rider University, Lawrenceville, NJ

Bachelor of Arts in Game and Interactive Media Design, May 2026

- Specialized in Programming and UI/UX Design
- Full-Time student while working part-time