

Aegis Michael

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Education

Monterey Peninsula College, Monterey, CA August 2022 - May 2024
A.A. in General Studies: Communication and Analytical Thinking | General Studies: Social Sciences GPA: 4.0

University of California Santa Cruz, Santa Cruz, CA September 2024 - May 2026
B.S. in Computer Science: Computer Game Design GPA: 3.77

Work Experience

Game Design and Art Collaboration (GDA), Santa Cruz, CA September 2024 - Present
Lead Designer (June 2025 - Present)

- Reforming a **200+ student games studio** for a more efficient, **agile** production style.
- Developing and delivering comprehensive game design lectures in weekly department meetings.
- Leading the design team in ideating, designing, prototyping, and iterating on core game systems.

Designer (September 2025 - June 2025)

- Established, maintained, and improved **design documents** over a 16-week development cycle.
- Communicated and collaborated across all development disciplines in a large studio environment.
- Drafted and iterated on **wireframes and mockups** in Figma & Excalidraw for UI/UX and scene flow.

Projects

Eltanin, Studio Verdigris, store.steampowered.com/app/4015000/Eltanin/ July 2025 - Present
Lead Designer, Level Designer, UX Designer, Graphics Programmer

- **Won the first cross-UC game jam out of 40+ entries** in both popular and judges' vote as the team's principle/level designer and UX designer.
- Led the development of **40 physics-based puzzles** with the philosophies of exploring unique, emergent interactions and of heavily iterating both new and established levels.
- Facilitated **30+ playtests** with peers, professors, and mentors for quality assurance.
- Authored HLSL shaders, VFX with Unity's built-in animation and particle systems, and other custom programmatic VFX to polish UX and enhance gamefeel.
- Storyboarded, captured footage, and edited a reveal trailer in Adobe Premiere Pro.
- Co-founded **Studio Verdigris**, an indie games studio, to ship the fully realized game on Steam.

Additional Game Jams June 2025 - Present
Tugboat Fishin', Solo Development, GMTK 2025

- Experimented with 2 distinct but harmonious gameplay sections, with the goal of creating a memorable moment for players with the surprise transition between the two, and intrinsic motivation to replay.

ROI, Studio Verdigris, Brackets 2025.2

- Learned the Godot engine within a one-week game jam period while designing an experimental hack-and-slash loop and working on systems engineering, debugging, UI juice, and gamefeel.

Slingstar, Studio Verdigris, International College Jam #6

- Experimented with a stylistic, low-poly 3D art style as the Lead Technical Artist, VFX Artist, and Animator to build familiarity and skills for a long-term project with a similar graphical vision.

Technical Skills

Programming Languages: C++, C#, C, HLSL, Python, Java, JavaScript, TypeScript, GDScript

Software: Unity, Godot, Github, Adobe Suite, Miro, Figma, Blender, Clip Studio Paint, Aseprite