John Mikula

|| (630) 639-7096 || www.johnmikula.com || johnmikulaprogramming@gmail.com ||

EDUCATION

Tribeca Flashpoint Media Arts Academy Chicago, IL   **June 2013**
Associate of Applied Sciences Degree, Game & Interactive Media

SKILLS

Expertise: C#, C++, Unity, OpenGL, Actionscript 3
Proficient: DirectX 11, TortoiseSVN, HLSL, CSS, Microsoft Office, Java, Objective C
Familiar: Maya, Photoshop, Blender 3D, Git

PROJECT EXPERIENCE: Graphite Lab

Hive Jump – 2D Multiplayer Shooter   **2014 - 2017**
Lead Programmer (C#, Unity)
- Programmed tile-based random level generator
- Built module editor tool, used to create the level modules required by the level generator
- Wrote player movement and collision code
- Built AI pathing system that supports several different types of enemy movement
- Created AI leader system that allows for several enemies to form groups and swarm the player
- Programmed Relic-Room system with support for level modifications
- Wrote state machine code and accompanying editor tools used to control most game entities
- Ported and optimized game for Wii U

My Little Pony: Lights, Camera, Ponies! – Story Creator Game   **2016**
Lead Programmer (C#, Unity, Objective C)
- Designed and created gameplay/microphone recording and playback system
- Wrote save and load system for custom gameplay recordings
- Developed feature for saving custom recordings to the camera roll on iOS devices
- Integrated in-app purchase support for iOS devices
- Programmed functionality for all game modes

Mr. Potato Head: School Rush! – Interactive Storybook   **2016**
Lead Programmer (C#, Unity)
- Developed advanced input handling system for iOS, Android, and tvOS devices
- Implemented OBB and dynamic permission support for Android devices
- Wrote functionality for drag-and-drop, and racing mini-games
- Coded all UI and menu functionality
- Worked with artists to integrate the Story Time Framework and all custom page functionality

Story Time Framework – Visual Scripting Framework   **2015 - Present**
Lead Programmer (C#, Unity)
- Designed entire framework for use by artists and designers on multiple projects
- Programmed node based editor used to visually construct high-level game logic
- Developed sound management system with built-in subtitle support
- Incorporated framework into two released games

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Littlest Pet Shop: Pet Style – Interactive Storybook   **2015**
Lead Programmer (Actionscript 3)
- Wrote code for jigsaw puzzle mini-game
- Programmed room decoration and dress-up features
- Added persistent collectables functionality

Sparkle Framework – Interactive Storybook Framework   **2014 - 2015**
Lead Programmer (Objective C, C++, Java, Actionscript 3, Flash, Scaleform)
- Added camera functionality into existing framework
- Worked with Scaleform engineers to diagnose and fix various bugs in rendering back-end
- General support, bug fixing and custom features for over 16 apps using the Sparkle Framework
- Incorporated various ad-tracking and notification services
- Implemented OBB support for Android apps using the Sparkle Framework
- Utilized network connectivity to create advertising page for other apps on iOS

PERSONAL PROJECTS

Jump n' Run – Atari 2600 Homebrew Platformer   **2016**
Lead Programmer (6502 Assembly Language)
- Developed entire codebase to run on the Atari 2600
- Programmed all player movement, physics, and collision code
- Constructed unique level loading and rendering system
- Designed and programmed seven unique enemy types
- Designed and built 60 bespoke game levels
- Created level editor in Unity to quickly and easily build game levels

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