Michael Norman | Software Engineer

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SKILLS

Programming: C#, C++, HLSL, Python
Engines: Unity, Unreal, Custom C++
Graphics APIs: Direct3D 11/12, Vulkan, OpenGL

Cloud: Amazon Web Services
Platforms: Windows, Linux, Playstation, Switch
Tools: Git, Perforce, Jenkins, JIRA, Horde

EDUCATION

BS in Computer Science and Real Time Interactive Simulation
DigiPen Institute of Technology | Redmond, WA

CERTIFICATIONS

UE5 Multiplayer Networked Shooter | Udemy
Learn Python | Boot.dev
Certificate of Game Design | University of Washington
Scrum Master | Scrum Alliance

WORK EXPERIENCE

Software Engineer | SourBoys Interactive | Austin, TX / Remote   *July 2024 - Jan 2025*
- Led technical planning and system architecture design for core gameplay features, including voice chat API integration, character movement, monster AI, and environment design for an unannounced cooperative multiplayer game.
- Integrated real-time voice communication using Vivox and FMOD, incorporating dynamic audio effects based on location context to enhance immersion in multiplayer environments.
- Primary developer for completing and refining all in-game UI systems, including entry, front end, HUD, and world-space interactions, using Unity UI Toolkit.
- Designed and implemented a robust save data management system, including data collection, serialization, encryption, and cloud save integration.
- Directed team discussions to refine project scope and direction, driving decision-making around release timelines and feature prioritization.

Software Engineer | Visual Concepts | Austin, TX / Remote   *August 2021 - May 2024*
- Shipped three NBA2K titles as part of the LiveOps team, implementing modular gameplay features including menus, rewards, NPC AI, and multiplayer interactions.
- Collaborated with backend engineers to optimize cross-platform multiplayer systems for performance and scalability in a high-volume production environment.
- Designed and generated UI for NBA2K World and NBA2K League using XML based custom tooling, resulting in easier to understand UX for player reward and progression systems.
- Maintained and enhanced CI/CD pipelines using Python and Jenkins, optimizing build times and reducing manual effort by 40 hours per week.
- Mentored junior engineers, fostering a culture of accountability, technical excellence, and knowledge sharing within the team.

Software Engineer | Frontier   *September 2023 - April 2024*
- Designed Unreal Engine plugins for multiplayer matchmaking, optimizing network code for low latency and high bandwidth efficiency, including dedicated servers with client prediction.
- Implemented a cloud-based CI/CD pipeline using Unreal Engine Horde, AWS, and Perforce, enabling automated builds on distributed cloud machines for parallelized compilation, reducing build times and improving deployment efficiency.