

# Michael Park

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## PROFESSIONAL PROFILE

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Passionate and performance-driven game animator and level designer with a deep-seated desire to thrive within the dynamic video game industry. Possessing exceptional creative prowess, adept storytelling abilities, and an unwavering passion for all things video games.

## EDUCATION

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### Toronto Film School

*Video Game Design and Animation Diploma*

**Toronto, ON**

2023

## SKILLS

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Unreal Engine

3ds Max

Maya

Construct 3

Adobe Photoshop

Adobe Illustrator

Substance Painter

Discord

Bilingual (French/English)

Attention to Detail

Problem Solving

Customer Service

## WORK EXPERIENCE

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### Game Planet

*Sales Associate*

**Toronto, ON**

*Oct 2022 – Jan 2023*

- Listened to the unique needs of over 40 customers daily, to direct them to electronics and gaming merchandise.
- Remained up-to-date with industry knowledge about marketing gaming merchandise, new releases and products.
- Acknowledged and maximized sales potential through exceptional service delivery, leading to a 20% increase in overall sales.
- Demonstrated expert accuracy in handling point-of-sale transactions and cash, maintaining error-free for over 500 transactions daily.

### Home Depot

*Sales & Lumber Associate*

**Calgary, AB**

*Mar 2021 – Jan 2022*

- Demonstrated organizational skills by sorting out wood and re-organizing shelves.
- Exhibited exceptional communication skills, ensuring a deep understanding of customer's needs and preferences, resulting in a 90% customer satisfaction rate.
- Applied sound judgment in decision-making and creative problem-solving, consistently prioritizing customers' best interests, leading to positive feedback from 95% of customers.
- Maintained stringent adherence to store safety standards, resulting in zero workplace accidents and fostering a safe environment for both employees and customers.

## PROJECTS

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### Level Designer

*In The Sky (Calcon Game Jam)*

**Toronto, ON**

*Jan 2023*

- Crafted captivating and immersive game levels, featuring challenging puzzles, hidden secrets, and visually stunning environments, effectively elevating the gameplay experience for the "In The Sky" project

### Animator

*My Mom is a Monster!*

**Toronto, ON**

*Sep 2022 – Feb 2023*

- Created a diverse library of dynamic animations, encompassing walk cycles, attack sequences, and emotional reactions, providing a wide range of character interactions that contributed to a 20% increase in player engagement.

## FAVOURITE GAMES

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Call of Duty Black Ops 4, Super Smash Bros, Spiderman Miles Morales, Rainbow 6 Siege, NHL 19