

MICHAEL PRESTIA

4733 East Trails Drive, Sarasota, FL 34232 • (941) 587-8139
michael.prestia@gmail.com • www.michaelprestia.com

EXPERIENCE

Electronic Arts, Orlando, FL

July 2011 – Present

Gameplay Engineer, NBA

- Implemented several game mechanics based on design documents

360Ed, Orlando, FL

September 2009 – July 2011

Software Engineer, Conspiracy Code and Conspiracy Code: Mindbender

- Created a custom wrapper for an Ogre GUI library
- Aided with design of and implemented entirely new UI throughout the game
- Created a Chromium-based library to render web content in Ogre

Lead Programmer, Biology Minigames

- Managed a team of 3 programmers to create 9 educational Flash minigames
- Created a base game framework in Actionscript 3.0 used in all 9 minigames
- Aided in the design and implementation of a web-based service to incorporate achievements and leaderboards into all 9 minigames

Florida Interactive Entertainment Academy, Orlando, FL

August 2008 – December 2009

Lead Programmer, Drifters

- Managed a team of 6 programmers on a large-scale networked multiplayer game
- Designed and implemented game architecture, including a message passing system
- Assisted in the design and implementation of the network multiplayer subsystem
- Created a character creation tool for generating a crowd of diverse non-player characters

Generalist Programmer, Custom 3D game engine

- Created a cross-platform, data-driven (XML), networked multiplayer game engine with support for OpenGL, DirectX and Xbox

PROJECTS

Flight Suite

- Created Bower library of containers to replace STL classes such as strings, lists, vectors and hash maps
- Created Raven math library for custom matrix, vector and interpolation calculations
- Created Pigeon memory management library that uses custom allocation and deletion to track memory usage and memory leaks.

SKILLS

- Programming Languages: C/C++, C#
- Scripting Languages: Python, Perl, Actionscript, JavaScript
- Engines and APIs: Ogre, Gamebryo, XNA, DirectX SDK, OpenGL, Flash, Django
- Relevant Software: Microsoft Visual Studio, perforce, Doxygen, Fogbugz
- Operating Systems: Windows 2000, XP, Vista, Red Hat Linux

EDUCATION

University of Central Florida, *M.S.*, Interactive Entertainment

December 2009

University of Central Florida, *M.S.*, Computer Science, *with University Honors*

May 2008