Michael Bagley
Software Engineer   bagley.michaelj@gmail.com   316-371-9652

Programmer of Over 15 Games Brought to Market!

Oculus2, Rift, VIVE, HoloLens2, Android, iOS, PS1-3, XBOX/360, Wii, 3DS, N64, 3DO, PC, Arcade
- Ability to Focus on Priorities, Solve Problems, Multitask, Meet Scrum Deadlines, Lead by Example.
- Unity 3D, Unreal Engine 4, C/C++/C#, Objective-C, Swift, JS, MySQL, HTML5, XAML, UUNet, Mirror, Fusion
- Consoles: PSX, PS2, 3DO, N64, Wii, 3DS, XBOX, X360, PC, ARM, iOS, Android, HoloLens 2, Oculus, VIVE
- Expertise in: *Unity3d, Game Play, Scripting, Game Engines, Tools, Camera, Data Management and UI.*

Senior Unity Developer, Various Clients Games / XR   (Remote Work)   March **2020 – March 2023**
Working remotely with Unity3D on a multiplayer game full stack and other mixed reality projects for various clients.
Working with Unity3D in a collaborating environment on a virtual reality project for educational content sharing.
DOD level applications for advanced training and equipment maintenance in a VR environment.
Created core systems for Controllers, Data Ops, UX and REST services along with critical bug fixes.
Mixed reality projects for UWP, Oculus, Desktop, Rift and HoloLens 2.

Senior Product Engineer, Marxent Dayton Ohio   **October 2016 - October 2019**
Designed and develops AR/VR solutions for iOS, WebGL, Android and UWP. I was laid off with others.
Completed several AR/VR applications as the sole app developer working with core team. Transferred knowledge to others by mentoring, training, documentation, and collaboration. Automated processes and created checklists. Engineered applications for cross platform development with Unity3D C# with iOS, Objective-C, Swift, WebGL JS, Windows UWP.
Apps delivered to market and consumed include:
- Product developer for maintenance on more than a dozen VR/AR applications delivered to market.
- Created a JS web portal for user management and project viewing.

Owner Operator, Self-Contracting   **October 2013 – October 2016**
This is my experience in my contracting business operated as a sole proprietorship. I work here now and again.
    Instructor Mind Fire Academy at Bethany College Basic UE4 Game Mechanics (IGS1) – Advanced Game Play(IGS2)
    Developer Fireshark Game Studios assisted developing Unity3d racing prototype for projector room
    Developer Humor Island Games 3D Zombie Maze Game and Poker/Blackjack with AI games for Facebook and Flash

Software Engineer SE3, Electronic Arts Salt Lake City   **November 2006 - October 2013**
Electronic Arts designs and develops a multitude of games for Consoles and PC. I was laid off with others.
Actively communicated and conveyed information and ideas to and from other team members. Engineered software with the disciplines concerned in creating and maintaining software applications, video games and tools by applying technologies and practices from computer science, project management, engineering, application, and other fields. My Responsibilities:
- FSM tool, TRC dialog flow, Profiles, Shutdown, Disc Errors, Memory Card X360, PS3, Wii on Monopoly Streets
- X360/PS3/Wii Memory card and profile system for Monopoly Streets. Passed all three certifications on first pass.
- Dual Camera and UI screens for Sims3 3DS Pets. Game play objects for Sims3 DJ Turntable, Social Features.
- Member of Elite Six member team to help on Island Paradise; transferred from EA SLC to EA SF for a month.

ELECTRONIC ARTS TITLES BROUGHT TO MARKET: (Eleven Games – One Tool in Seven Years)

Godfather Black Hand Wii 2007	Tiger Woods Golf PC 2008	Nerf N - Strike Wii 2008
Nerf N - Strike Elite Wii 2009	Monopoly Streets 75th Ann. 2010	Sims3 Pets – 3DS 2011
Sims3 Showtime – PC 2012	Sims3 Supernatural - PC 2012	Sims3 University Life - PC 2013
Sims3 Island Paradise - PC 2013	Sims3 Into The Future - PC 2013	FSM Tool (Nerf / Monopoly)

Software Developer, Various Roles and Locations   **March 1991– November 2006**
I worked on various games for the PC, consoles, arcades, 3DO, PS2, N64, PSX, PS2, PS3, XBOX, X360. 3D Quake VR Polhemus Patriot. Casino slot machine. Pay line system for slot machines. Lead Developer MegaRcade and LANZone Kiosk arcade cabinets with N-Force XP Embedded AMOA 2002. Driver Force feedback Wheel.

ARCADE TITLES BROUGHT TO MARKET: MegaRcade / LanZone Kiosk / Gladius Slots / Simpsons Bowling / Metro Touch 2000

FEATURED WORK: My lead work for Arcade and Cyber Cafe Systems were featured in the following magazine articles.
- **Play Meter Magazine**, Title: "Coin Opportunity" , July 2003.
- **Play Meter Magazine**, Title: "A New Culture", April 2003.

References or Demos Available Upon Request