

MIKE SLEGEIR

Austin, Texas

mike@slegeir.com

mike.slegeir.com

(903) 736-9561

Applicable Skills

- Excellent C++, Blueprint, and Python skills. Experienced with C#, Javascript, Java, and more.
- Excellent at debugging complex systems using rich logging as well as code and data breakpoints.
- Strong skills and experience in several game engines including UE4/5, idTech, and IW Engine.
- Recognized for my ability to quickly ramp up in new environments and with new technologies.
- Planning and collaborating within multi-discipline teams.
- Effective organizational and communication skills.
- Technical design / architecture of code, tools, gameplay systems, and game AI.
- Strong 3D math, reasoning, and analytical skills.
- Slack power user. Miro adept. Skilled with Zoom, Microsoft Teams, and more.

Work History

T-Minus Zero | Lead Gameplay Engineer | Fully Remote | Since December 2023

- Built gameplay prototype from the ground up based on Lyra using UE5.
- Managed two engineers. Collaborated closely with design, art, production, and engine team.
- Provided support in system design, code reviews, and troubleshooting.
- Delivered talks on key systems, documented best practices, and led implementation.

Certain Affinity | Lead Software Engineer | Austin, Texas | November 2021 – January 2023

- Managing three software engineers on the AI team.
- Working closely with Production, Design, and others for milestone and sprint planning.
- Using Miro to document and communicate architecture and to facilitate planning.
- Evaluated different approaches for implementing AI behaviors.

Certain Affinity | Software Engineer (1-5) | Austin, Texas | May 2014 – November 2021

- Broad experience working with distributed and remote teams, particularly co-development.
- Multiple accepted Pull Requests for Unreal Engine; trained other developers on the process.
- Frequently participates in interviews and recruiting across technical and design disciplines.
- Participant in the Nels Nelson Memorial Scholarship Committee since its inception in 2019.
- 5 years experience building NPCs for Unreal Engine first person shooter titles in development.
- Contributed to multiple shipped titles using varied engines:
 - *World of Tanks*: Helped ramp up engineering team working on the 2017 Halloween event.
 - *Call of Duty: Modern Warfare 2 Remastered*: improved tooling for detecting pathing issues.
 - *Call of Duty: Modern Warfare Remastered*: migration tools; AI pathing and animation.
 - *Doom* (2016): Helped implement multiplayer demons while improving the networked glory kill and gore systems.

National Instruments | Staff Software Engineer | Austin, Texas | June 2011 – May 2014

- Recognized for work on *NI-RFmx* including international collaboration and sales demos.
- Ported *NI-VNA* from Windows to OS X (written in C++, C#, C++/CLI, and LabVIEW) quickly.
- Significant contributor for the *NI-RFSA* team. Including engineering, architecture, code reviews and mentorship, interviewing, and recruiting efforts.

Liquid Litigation Management | Software Developer | Austin, Texas | June 2009 – April 2011

- Prototyped, designed, and led development of two distinct distributed systems for processing large collections of documents. Original documents were converted to PDF and/or HTML using an extensible plugin system for handling various file formats.
- Contributed to front and back-end development of a large, complex web application.
- Improved performance and security by demonstrating and advocating for best practices.

IBM | Software Development Intern | Austin, Texas | May 2008 – December 2008

- Developed internal, interactive web application to help project leadership track and manage.
- Worked with build infrastructure team and helped resolve bugs in customer releases.

Personal Projects

- *Vampyr* is a prototype of a 3D action / adventure stealth title built in Unity.
- *Skater* is a prototype of a 2D skateboarding platformer game built in Unity using AI art assets.
- *Club Saber* integrates with *Beat Saber* to bring the in-game lighting to the play space.
- *Dark Photobooth* uses facial recognition technology and shaders for strange real-time effects.
- Significant contributions to open source video game emulation projects targeting the Game Cube and Wii including *Wii64*, *WiiSX*, and *OpenJazz-Wii*.

Education B.S. in Computer Science from The University of Texas at Austin, Spring 2009 with a 3.48 GPA