

MICHAEL MELIM



ABOUT ME

A CREATIVE, INTUITIVE, PASSIONATE AND HARDWORKING GAMES SOFTWARE ENGINEERING STUDENT WITH A NATURAL ABILITY IN GAME DESIGN, PRODUCTION AND COMMUNICATION, WITH A BACKGROUND IN CREATIVE INDUSTRIES. I AM NOW SEEKING THE OPPORTUNITY TO FURTHER HONE MY SKILLS AND GAIN VALUABLE EXPERIENCE.

KEY SKILLS

- GAME DESIGN
- GAME PRODUCTION
- COMMUNICATION
- BUSINESS ACCUMEN
- CREATIVE & INNOVATIVE MIND SET
- HARD WORKING & DRIVE TO SUCCEED

WORK EXPERIENCE

- **ARIA RESORTS**
TEAM LEADER
- **MELIM LTD**
DIRECTOR
- **DURDL DOOR HOLIDAY PARK**
BOOKINGS & OPERATIONS MANAGER
- **MGMIS**
DIRECTOR

EDUCATION

- **BOURNEMOUTH UNIVERSITY**
GAMES SOFTWARE ENGINEERING
AWAITING FINAL GRADES FOR YEAR 1
- **BOURNEMOUTH & POOLE COLLEGE**
BUSINESS ENTERPRISE & ENTREPRENEURSHIP
ACHIEVED DOUBLE DISTINCTION STAR

HOBBIES & INTERESTS

AN INTELLIGENT, NATURALLY LOGICAL AND ANALYTICAL PERSON, I ENJOY DESIGNING GAMES AND SOFTWARE, WRITING COMICS AND SHORT STORIES, VIDEO GAMING, TABLETOP GAMING & WATCHING FILMS & TV. I LIKE TO THROW MYSELF IN TO MY WORK AND DEVELOP MYSELF THROUGH LEARNING AS WELL AS SPENDING TIME WITH MY FAMILY AND CLOSE FRIENDS.

ACHIEVEMENTS

- AVERAGE 80.25% IN 1ST SEMESTER
- PROMOTION FROM TEMP TO TEAM LEADER
- NEGOTIATED A £15,000 REDUCTION IN CONSTRUCTION COSTS
- PROMOTIONS FROM TEMP TO BOOKINGS & OPERATIONS MANAGER
- COMIC CON SUCCESS
- CONVERTED WORK PLACEMENT INTO £40K CONTRACT
- EDGE CHALLENGE FINALIST 2013
- NOMINATED FOR NATIONAL ENTREPRENEUR OF 2013
- SHORTLISTED FOR LEVEL 3 ENTREPRENEUR OF 2013
- SHORTLISTED FOR INSPIRATIONAL STUDENT OF 2013
- ACCEPTED TO MENSA

GAME EXPERIENCE

- TOUCHTOP RPG –DESIGNER / PRODUCER
- A VIRTUAL TABLETOP GAME – IN DEVELOPMENT
- BRAGNOC TTRPG – GAME DESIGNER & PROJECT MANAGER
- TABLETOP RPG WITH 5E & INDEPENDENT GAME SYSTEMS - PROTOTYPED
- MARBLES 2.0 – DESIGNER / DEVELOPER
- A MODERN TWIST ON MARBLES - FINISHED
- SKIRMYTH – DESIGNER / PRODUCER
- STRATEGIC BOARD GAME - PROTOTYPED
- DUALITY – ASSISTANT GAME DESIGNER
- FPS WHERE YOU BECOME INVISIBLE AS YOU MOVE – PART DEVELOPED FOR GLOBAL GAME JAM 22
- LELLY – DESIGNER / PRODUCER
- AN APP COMBATTING DEPRESSION & ANXIETY - PROTOTYPED

OTHER EXPERIENCE

- LEVEL DESIGN ADDITIONAL UNIT
- GLOBAL GAME JAM 22
- GAMES DEVELOPMENT SOCIETY
- DORSET BUSINESS ANGELS - VOLUNTEER
- DIGITAL MARKETING COURSE - ARTS UNIVERSITY BOURNEMOUTH

OTHER DEVELOPMENT

- CURRENT UDEMY COURSES:
- LEARN TO CREATE AN RPG GAME IN UNTIY
- ULTIMATE GUIDE TO UNITY MULTIPLAYER GAME DEVELOPMENT
- GIT COMPLETE: THE DEFINITIVE, STEP-BY-STEP GUIDE TO GIT

EXISTING SKILLS

- ● ● ● ● ● ● ● ○ ○
SOFTWARE CONCEPTUALISATION
- ● ● ● ● ● ● ● ○ ○
PROJECT MANAGMENT
- ● ● ● ● ● ● ● ○ ○
COMMUNICATION
- ● ● ● ● ● ● ● ○ ○
DOCUMENTATION WRITING
- ● ● ● ● ● ● ● ○ ○
PROTOTYPING
- ● ● ● ● ● ● ● ○ ○
CREATIVITY

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