

■ **Mike Stanton**
creative coder



845 214 5382
mike@drmikey.com

■ HISTORY

Nickelodeon - Interactive Author - May 17 / Present

- Learned a custom Unity-based authoring tool to turn Nick Jr episodes into interactive “appisodes”
- Created innovative solutions to build previously impossible interactions using an in-development tool
- Worked alongside producers, animators, editors, artists and other authors on a fast-paced production team

Zynga - Software Engineer - Apr 16 / Feb 17

- Built many core game components, including particle systems and universal minigame interpreter
- Lead the asset conversion pipeline between platforms while making creative changes and decisions
- Maintained codebase for live web based slot machine game front end

DMKY LLC - Founder - Mar 09 / Present

- Designed and built independent and third-party games and apps, released on app stores
- Built original deformable terrain engine from scratch for Worms style game
- Designed, architected and built 100% custom tablet based presentation software for international publisher
- Sold my own original paintings and prints, ran an Alternate Reality Game online for marketing

Locamoda - Lead Front End Engineer - Aug 06 / Mar 09

- Created interactive DOOH apps and games broadcast to millions of users in Times Square, NYC
- Wrote communication packages and front end classes to be reused in all products
- Designed and built scheduling and monitoring software to coordinate between hundreds of locations

Defcon YUM! Web Bakery - Co-Founder - Sep 2012 / Sep 2014

- Co-Founder of unique one-a-day internet bakery selling gourmet cookies
- Designed an integrated frontend, CMS and shipping system to support rapid and dynamic menu updates
- Launched via successful Kickstarter for \$14K, transitioning backers into regular customer base

Plan of Attack Half-Life 2 Mod - Art Generalist - Oct 04 / May 05

- Conceptualized, designed and built levels for specific gameplay requirements
- Created original artwork for in game HUD
- Created textures for weapons, characters, models and maps

Undergraduate - Rensselaer Polytechnic - Sep 02 / May 06

- Electronic Media Arts and Communications - GPA 3.7

■ ACCOLADES

Activision Blizzard Indie Games Competition

- 2nd place \$75K - Planet Smashers

Adobe Sony AIR App Challenge

- Best Game \$20K - Conveyor
- Most Innovative \$10K - LEVEL

Independent Mobile releases

- Zombie Hearts Chicken
- Unitology Converter