

Michael DeForge

Software Developer Internship

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OBJECTIVE

To secure an internship or entry-level position within the computer gaming industry

SKILLS PROFILE

- VB.Net
- C++
- C#
- HTML/CSS
- Unreal Engine 3
- Visual Studio 2008
- 3D Studio Max
- Adobe Suite
- MS Office Suite

QUALIFICATION SUMMARY

- Knowledgeable with Object-Oriented Programming
- Resourceful and self-motivated when finding ways to overcome obstacles
- Passionate for learning, creativity and innovation
- Strong sense of leadership, integrity, organization, and time management
- Associate's degree in Computer Animation

PERSONAL DATA

- Founder and President of the Animation Workshop club at Baker College in 2008
- Pursuit of independent research into various creative and technical aspects of the gaming industry
- Provided web development support for a non-profit's multi-million dollar fundraising project

EMPLOYMENT HISTORY

Stock/Cashier Apr. 2008 - Present

Pet Food & More, Livonia, MI

- Provided quality customer service about pet nutrition and diet

Freelance Web Developer/Web Master Jun. 2008 - Present

Landgraff Design Group, LLC., Canton, MI

- Responsible for developing and maintaining several corporate websites
- Worked closely with Client and Graphic Designer to directly meet every need

Training Department Intern Jun. 2007 - Sep. 2007

DELMIA Corp Headquarters, Auburn Hills, MI

- Summer internship for a multi-million dollar firm that provides advanced software solutions
- Responsible for installing and maintaining computer hardware, software, and network environment
- Quality testing of training manuals, training software modules, and procedures

EDUCATION

Associates in Computer Animation June 2009

Baker College, Auburn Hills, MI

Bachelors of Computer Science

Baker College, Online

June 2009 – Present

REFERENCES - AVAILABLE UPON REQUEST
