



# Michael Feffer

Gameplay Scripter | World Scripter

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## Skills

### General

- Scripting
- Gameplay design
- BSP
- Agile development with scrum
- Audio design/editing
- 3D modeling
- 3D animation

### Engines

- Unreal Engine 4 (UE4)
- Unity
- Unreal Engine 3 (UE3)
- Skyrim Creation Kit
- Hammer Editor
- Dying Light Developer Tools

### Scripting Languages

- C#
- C++
- Java
- Javascript
- Lua
- Blueprint
- Unrealscript
- Actionsript

### Software

- Jira
- Visual Studio
- 3DS Max
- Adobe Photoshop
- Adobe Illustrator
- Office Suite
- Maya
- Mudbox
- Confluence

## Gearbox Software

May 2017 – September 2021

### Tiny Tina's Wonderlands

2022

Mission Designer, UE4, PS5, PS4, Xbox One, Xbox Series X/S, PC

- Designed and scripted multiple plot missions and side missions
- Scripted custom combat encounters and NPCs
- Created animated in-game sequences using Unreal Sequencer
- Implemented NPC animations

### Borderlands 3

November 2020

Game Designer, UE4, PS5

- Designed features for the Playstation 5's new Game Help system
- Implemented the game help features in all base game missions
- Wrote scripts for game help videos for certain boss fights

### Borderlands 3 – Bounty of Blood

June 2020

Mission Designer, UE4, PS5, PS4, Xbox One, Xbox Series X/S, PC

- Designed and scripted half of the first plot mission and 3 side missions
- Scripted custom combat encounters and NPCs
- Created animated in-game sequences using Unreal Sequencer

### Penn & Teller VR

June 2019

Game Designer, UE4, PSVR, HTC Vive, Oculus Rift, Oculus Quest

- Designed and scripted "bits" with unique asymmetric in-VR and outside-VR mechanics
- Lead the process for porting to Android based Oculus Quest
- Designed and scripted updates to asymmetric gameplay elements to work with an outside web app using HTML, Javascript, C++, and Unreal Blueprint
- Worked with artists to update and optimize meshes, textures, and materials to work with Oculus Quest/Android limitations
- Implemented animations and created physical animations

### Borderlands 2 VR

December 2018

Mission Designer, UE3, PSVR, HTC Vive, Oculus Rift, Valve Index

- Designed and programmed in-world reticle, in-world scope, and "slow motion BAMF Time" mechanic in C++ and Unrealscript
- Designed and scripted new VR exclusive character skills
- Designed control schemes for multiple VR controller layouts
- Updated control scheme for Valve Index and the new Steam Input system
- Updated control menus/UI in Adobe Flash

### The Carbonaro Effect – Pixelated Vision

December 2017

Designer/Programmer, Unity, Hololens

- Designed and scripted Hololens app for a magic trick used in an episode of the TV show *The Carbonaro Effect*

## Education

### SMU Guildhall

May 2017

*Master of Interactive Technology, Level Design*

### NYU Tandon School of Engineering

May 2015

*Bachelor of Science, Computer Science*

*Minors in Game Engineering and Integrated Digital Media*