

# MICHAEL VAN DER POLL

*Game Programmer*

## CORE STRENGTHS

- C#
- Unity
- Problem Solving
- Critical Thinking
- Teamwork
- Game Mechanics
- Strong Communication Skills

## CAREER GOALS

- To work in a challenging position at a reputable organization to expand my learnings, knowledge, and skills.

## LANGUAGES

- English (Native)
- Afrikaans (Native)
- Swedish (Lagom)

## CONTACT DETAILS

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Stockholm, Sweden

<https://github.com/AlCh3mi>  
<https://m-v-p.se/>

## EMPLOYMENT HISTORY

### Pley

#### CUSTOMER ENGINEER MAY 2023 - PRESENT

- Porting Android and iOS Unity Games to WebGL.
- Perform initial technical feasibility assessments on each new game title being ported.
- Integrate In-App-Purchases, Rewarded Ads, Analytics and multi-platform game progression with various back-ends for games to work on Web as they do on Android and iOS
- Support Game Developers who are self porting their mobile projects to WebGL and assist integrating Pley's SDK
- Provide feedback and improvements on the Pley SDK

### Heal Play

#### SOFTWARE DEVELOPER OCT 2022 - MARCH 2023

- Development of Heal Play Android and IOS mobile app in Unity.
- Spearheaded Research and Development of Camera Pose Detection, for Heal Plays mobile use case, using Google Media Pipe.
- Animation Motion Capture

### Heal Play

#### SOFTWARE DEVELOPER INTERN JAN 2022 - SEPT 2022

- Development of Unity Android and IOS client mobile application.
- Firebase - Authentication, Analytics, Cloud Storage, Cloud Functions
- NoSQL Database structure and security management
- Development of Asset Streaming System from Cloud Storage

### Casino Cosmopol

#### DEALER/INSPECTOR DEALER 2013-2022

Dealing and facilitating table based games to high speed and standard with focus on accuracy and security.  
BlackJack, Roulette, Poker, Craps, SicBo, Baccarat

## ACADEMIC HISTORY

### Forsbergskola (2020 - 2022)

#### GAME PROGRAMMING DEGREE

- C#, C++
- Unity, Unreal Engine 5
- REST API's
- GIT
- Agile, Scrum

### Abbott's College (Class of 2003)

#### GRADUATED HIGH SCHOOL WITH MERIT

- Focus on I.T and Business Economics
- Awarded 1st Place in Computer Science
- 1st Place for the Old Mutual Computer Olympiad

## ACHIEVEMENTS

- 1st place in the [Black and White Neo+1](#) Game Jam.
- Ported [Homestead](#): Dreamfarm by Enixan to WebGL
- Ported [RoverCraft](#) by Mobirate to WebGL

## REFERENCES

[Heal Play CTO - Ebbe Strandell](#)

- [ebbe@healplay.se](mailto:ebbe@healplay.se)