Michael Fontana

My work: michaelafontana.com

My profile: LinkedIn

m.anthony.fontana@gmail.com

Level designer, VR developer, and Unreal Engine generalist based in Seattle, WA.

Thirteen years experience across VR, Game Design, Art, Architecture, and Construction industries. Recent experience shipping *Shootout VR* to Meta's Quest Store and *VAIL VR* early access on Steam. In my free time, I program VR gameplay & UX prototypes in Unreal Engine.

Experience

LEAD LEVEL DESIGNER - Myr, *Shootout VR*

Seattle, WA (remote) | 05/2023 - 07/2024

Myr is a venture-backed VR gaming startup focused on social multiplayer. I worked on the *Shootout VR* team as a generalist game designer with a specialization in level design.

○ Authored 3 new levels for Shootout VR from early access to full Meta Quest store release.
○ Managed pricing, scheduling, and database for in-game cosmetic store.
○ Authored and tuned the game's XP leveling and currency reward rates.

LEAD LEVEL DESIGNER - AEXLab, *VAIL VR*

Seattle, WA (remote) | 05/2022 - 01/2023

AEXLab is a venture-backed VR gaming startup focused on competitive gameplay. My role was to author new levels for *VAIL VR* and work directly with the Chief Creative Officer and Art Director to craft an iconic visual aesthetic for our environments.

○ Authored level layout prototypes of new and existing levels while directing 3D artists and concept artists in developing final art
○ Worked with CCO & Art Director to ensure our levels supported balanced competitive play going into the Miami Vail Major tournament in 2022–the largest ever VR tournament
○ Authored new multiplayer level in under 5 weeks that coincided with early access launch and a new capture the flag game mode

VR Manager, Senior VDC Engineer - VIATechnik

Seattle, WA (remote) | 02/2019 - 05/2022

VIATechnik is a technology-focused consulting firm for the Architecture, Engineering, and Construction industries. I managed our remote team of artists, modelers, and QA staff to deliver VR applications and animations built on Unreal Engine.

○ Led development of a VR walkthrough for Carilion Clinic's new hospital, which reduced client expenditures by 13x
○ Led development of several promotional animations for Virgin Hyperloop which were exhibited at Autodesk University and to financial stakeholders
○ Led cross-functional coordination with dozens of collaborators for several new construction projects, reducing construction costs due to field errors by +$1M

PREVIOUS EXPERIENCE 2011 - 2019

Please see my LinkedIn profile for my full work experience

Tools + Skills

Unreal Engine + Blueprints
○ Level design and lighting
○ VR item handling & physics interactions
○ Custom shaders/materials
○ VRExpansion Plugin framework
○ Gameplay programming
○ Basic multiplayer replication
○ User input handling, UX interactions
○ Basic AI logic programming
○ Building for PC and Android platforms (Quest 2 mobile)

Unity
○ Level design and lighting

Cross-functional Collaboration
○ Managed remote teams of up to 20 people while interfacing with dozens of external partners

Blender
○ Modeling, UV, and material assignment
○ Minimal character rigging & animation

Substance Painter, Photoshop

HTC Vive, Oculus Quest 2

Perforce + Hansoft, Git Fork
○ Have used source control daily on teams of 10-20 contributors

I've been most influenced by…

World of Warcraft: Vanilla
Halo: CE
The Room VR
The Lab (VR)
Ghost in the Shell
Akira
Tadao Ando
Hugh Ferriss