

Michael Fontana

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

Fourteen 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

INDEPENDENT VR DEVELOPER

Seattle, WA | 07/2024 - present

Freelance work at the intersection of VR and games for various projects. Currently leading level design and optimization for AtlasXR's upcoming [Beyond Sandbox](#) VR title.

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](#), exhibited at Autodesk University

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
- Basic 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

Ghost in the Shell

Akira

Tadao Ando

Hugh Ferriss