

Michael Scanza

UI Design Technologist

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INTRO

With nearly 6 years of professional AAA game UI implementation experience, I have contributed to shipping the title *New World* and its 2 expansions. I owned the implementation of major game features and developed in a live environment for over 4 years, including a pc to console port in 2024.

EXPERIENCE

- Amazon Games** | UI Design Technologist II | *New World: Aeternum* 2021 - Present
- Owned controller support UI implementation across *New World: Aeternum*, allowing players to seamlessly shift between controller and keyboard/mouse
 - Owned and refactored the game Helpbar, a platform-required contextual menu across more than 100 UI screens, bringing the feature to compliance for console certification
 - Implement UI art style across major game features, including: player Inventory, Paperdoll, Chat, Crafting, Menus and tooltips
 - Lead the Design Technologists in completed tasks and fixed bugs for the previous 3 years with over 140% output
 - Tech Stack: Lumberyard, Lua, C++, Visual Studio, VS Code, Photoshop, After Effects, Perforce
- Amazon Games** | UI Design Technologist I | *New World* 2020 - 2021
- Owned reskin of game UI screens and components including Inventory and Equipment, Crafting, Navbar and menus, Item Tooltips, and reusable UI components including buttons, windows, and toggles
 - Helped lead to a successful New World launch with over 700,000 concurrent players on Steam
 - Implemented UI tools training videos used by all Design Technologists, UX designers, and Engineers, significantly reducing ramp-up time
 - Tech Stack: Lumberyard, Lua, VSCode, Photoshop, After Effects, Perforce
- Amazon Games** | UI Design Technologist (Contract) | Lua, Lumberyard, Photoshop, Perforce 2020
- Bring placeholder UI screens written in Lua to visual parity with production mockups
 - Create custom Lua scripts to connect screen functionality to game logic
 - Tech Stack: Lumberyard, Lua, VSCode, Photoshop, After Effects, Perforce

SKILLS

Lua, Javascript, C++, Lumberyard Engine, Azoth Engine, Photoshop, After Effects, Figma, Perforce and Git, UI development, PC and Console development

SOFTWARE ENGINEERING APPLICATIONS

Ear Trainer | Software Engineer | HTML5 Audio, CSS, jQuery, Local Storage, C3/D3

A web app for improving music listening abilities

- Mapped musical scale degrees to arrays to randomly generate valid chords and intervals
- Implemented dynamically rendered C3 charts to display mode-specific accuracy
- Built a progression system with beginning, intermediate, and advanced listening modes
- Utilized media queries for compatibility across devices

MooviesDB | Software Engineer | React, Express, MongoDB, Jest

A web app for viewing and rating videos

- Built custom video player and rating system using HTML5 video and React
- Implemented Proxy to render all services as a single-page application
- Ensured functionality through unit and integration testing with Jest and Mocha

MovieData | Software Engineer | React, Express, PostgreSQL, Artillery, AWS EC2

A movie review site storing big data

- Scaled back-end to more than 10 million primary records using CSV
- Achieved average query times under 20ms with indexing and join tables
- Deployed service and proxy to AWS ec2 with an error rate of less than 1 percent with 500 RPS

ADDITIONAL PROFESSIONAL EXPERIENCE

Professional Trumpet Player

2012-2019

- Performed at the Hollywood Bowl, Walt Disney Concert Hall, Carnegie Hall, Tanglewood

EDUCATION

Hack Reactor | Advanced Software Engineering Immersive

2019

FreeCodeCamp | Full Stack Developer Certification

2019

Manhattan School of Music | Master of Music | Award for Excellence, 3.9 GPA

2012

Indiana University | Bachelor of Music

2007