

MICHAEL PRESTIA

San Mateo, CA

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EXPERIENCE

Sledgehammer Games, Foster City, CA

October 2016 – Present

Technical Director, Call of Duty: Modern Warfare 3

- Collaborated with teams from other studios to ensure code and content integrated successfully between different depots
- Implemented a system to ensure content Modern Warfare 2 is available to players of Modern Warfare 3, while that content was still being authored
- Worked with teams of engineers and content creators to identify and implement improvements for development, live operations, and content creation

Director of Gameplay Engineering, Call of Duty: Modern Warfare 3

- Opened lines of communication and collaboration with gameplay engineering teams from other studios

Senior Lead Engineer, Multiplayer Gameplay and UI, Call of Duty: Vanguard

- Led gameplay engineering and UI teams through project ship and live season
- Implemented several process and workflow improvements for engineering teams

Lead Multiplayer Gameplay Engineer, Call of Duty: Vanguard

- Led gameplay engineering from early stages to full production
- Implemented various gameplay features and workflow improvements to assist designers

Lead Multiplayer Gameplay Engineer, Unannounced Project

- Led gameplay engineering team through multiple milestones of prototyping
- Assisted in various gameplay systems and features for project greenlight

Lead Multiplayer Gameplay Engineer, Call of Duty: WWII

- Led a team of 9 gameplay engineers for several milestones
- Created a Dogfight game mode for Days of Summer event

Senior Gameplay Engineer, Multiplayer, Call of Duty: WWII

- Implemented updates and new features for the minimap
- Implemented bayonet charge and sharpshooter Division Skills
- Added a system to play facial animation in multiplayer, a first for Call of Duty
- Led a team of 4 engineers to add a dogfighting objective in War mode, a first for Call of Duty multiplayer

Electronic Arts, Orlando, FL

July 2011 – September 2016

Gameplay Engineer, NBA Live

- Collaborated with other gameplay engineers to implement several gameplay features and systems, including freethrows, dunks, layups, alley-oops, and post play
- Collaborated with other engineers to find and fix online game desyncs
- Worked with other EA teams to implement and upgrade development tools

360Ed, Orlando, FL

September 2009 – July 2011

Software Engineer, Conspiracy Code and Conspiracy Code: Mindbender

Lead Programmer, Biology Minigames

SKILLS

- Programming Languages: C/C++, C#
 - Scripting Languages: Lua, Python
 - Relevant Software: Microsoft Visual Studio, Perforce, JIRA
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EDUCATION

University of Central Florida, *M.S.*, Interactive Entertainment

December 2009

University of Central Florida, *B.S.*, Computer Science, *with University Honors*

May 2008