

Michael “Oka” McCluskey

Software Engineer

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Profile

I thrive in environments that prioritize continuous learning, innovation, and collaborative growth. With a strong foundation in developing scalable, user-centric solutions, I approach each project with curiosity and a commitment to improvement—embracing challenges, learning from failures, and iterating quickly. I believe potential is nurtured through effort and feedback, and I actively seek out diverse perspectives to strengthen both the product and the team. At my core, I value impact over ego, and I’m excited by the opportunity to grow alongside others in a culture where shared success drives individual excellence.

Achievements

Bachelor of Science in Game Programming

Academy of Art University – Class of 2023

Languages	Game Engines	Source Control	Project Management
C#	Unity	Perforce	Trello
C++	Unreal Engine	Plastic	Codecks
JavaScript	Game Maker	GitHub	
Python	Godot		
x86 ASM	Bethesda CK		
SQL	Proprietary Engines		

Work Experience

Game Engineer | *Private Contract* | December 2024 – June 2025

- Contributed to early-stage development by identifying and fixing bugs across gameplay and UI components.
- Began implementation of core UI systems, including main menus, pause screens, and navigation logic, using Unreal Engine

Gameplay Programmer | *SunOracle Games* | February 2022 – March 2025

- Engineered dynamic environment systems such as moving platforms, rotating hazards, and timing-based obstacles to enhance level interactivity and challenge.
- Implemented gameplay functionality from design documents, closely collaborating with designers to translate creative concepts into functional, polished features.
- Optimized system performance and maintained clean, modular code to support future iteration and scalability.
- Used Unity’s physics, animation, and input systems to create responsive and immersive player experiences.

Game Programmer | *Project Rogue* | February 2022 – April 2023

- Designed and implemented core gameplay systems in Unreal Engine, including inventory management, item mechanics, vendor interactions, status effects, player skills, and character customization.
- Collaborated closely with developers to build a retro-style, grid-based RPG, ensuring gameplay systems aligned with creative and mechanical goals.