

MICHAEL MEKIES

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Portfolio: <https://mmekies.github.io/>

Afia Studios: <https://afiastudios.itch.io/>

PROFESSIONAL SUMMARY

Accomplished Lead Full Stack Developer with a unique blend of engineering and software development expertise, thanks to a strong foundation in applied physics and engineering technologies. Over four years of experience in AR, game development, and full-stack systems. Spearheaded the development of *ARiddle* at ARVision Games and founded *Afia*, delivering innovative projects like *Flyvellas*, *Plinko*, and *BlackJack*. Proficient in Unity, C#, C++, Python, JavaScript, and managing DevOps pipelines with Git and Azure. Bilingual in English and French, with a proven record of leading projects from concept to launch, optimizing user engagement, and monetization strategies.

KEY SKILLS

- **Engineering & Physics Applications:** Hands-on experience with applied physics principles from DCS in Engineering Technologies, reinforcing analytical and technical problem-solving skills essential to game physics, AR mechanics, and dynamic interaction modeling in Unity and ARKit.
- **Programming Languages:** C#, C++, Python, JavaScript, Visual Basic.NET
Utilized in ARiddle, Flyvellas, Plinko, BlackJack
- **Web Development:** ASP.NET (Web Forms & MVC), HTML5, JavaScript, CSS, SQL
- **Tools & Frameworks:** Unity, ARKit, ARCore, Firebase, RESTful APIs, Git, Microsoft SharePoint (asset)
- **Game Development:** Augmented Reality (AR), Localization, In-App Purchases, Subscriptions, Monetization
- **Database Systems:** Microsoft SQL Server, Excel VBA (asset)
- **Systems & Infrastructure:** Windows Server, Active Directory, MES, ERP, PLM

- **Development Practices:** Agile Methodologies, UI/UX Design, API Integration, Git, DevOps
 - **Soft Skills:** Bilingual (French/English), Fast Learner, Adaptable, Team Collaboration
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PROFESSIONAL EXPERIENCE

Founder & Lead Developer, Afia — Montreal

2024 – Present

- Launched *Flyvellas*, a platform-based game developed using Unity and a custom framework, leading from concept to market.
- Released *Plinko* and *BlackJack* (October 2024), expanding Afia's portfolio with engaging game experiences grounded in physics and engineering concepts, enhancing gameplay through physics-based challenges.
- Directed all project phases, from planning through to post-launch, optimizing game profile on Itch.
- Utilized Git and Azure DevOps for streamlined version control and project management across multiple projects.

Lead Full Stack Developer, ARVision Games — Montreal

July 2021 – Present

- Engineered *ARiddle*, an augmented reality mobile platform, driving it from initial concept to full deployment on iOS and Google Play.
- Enhanced gameplay with hundreds of C# components, integrating AR and 3D elements to elevate user immersion, rooted in applied physics and engineering techniques.
- Boosted monetization by designing subscription models, in-app purchases, and a coupon system.
- Led cross-functional teams through Agile methodologies, managing project backlogs, content creation, and sprint cycles.
- Managed key integrations like PlayFab for multiplayer states and a custom Drupal API, scaling the app's functionality to support a growing user base.
- Ensured high-quality user experience by implementing localization tools and resolving critical bugs.

Senior Eventor, SportsLogiq — Montreal

June 2018 – April 2020

- Delivered real-time sports analytics for NHL, AHL, and CFL events, ensuring data accuracy under strict deadlines.
- Reduced post-game data processing time by 30%, improving delivery efficiency.

Assistant Manager, Cinema Guzzo — Dollard-Des Ormeaux

June 2010 – May 2018

- Led daily operations, including staff management, scheduling, and customer service, ensuring a positive experience for thousands of cinema-goers.

CERTIFICATIONS

Front-End Engineering with React, CodeSignal — September 2024

Developed expertise in building scalable and interactive web applications using React, enhancing UI/UX design and performance.

EDUCATION

Bachelor of Computer Science (Computer Games Option) — Concordia University, Montreal

Extensive hands-on experience in C++ and Python, with a focus on game development and interactive systems.

Diploma of Collegial Studies (DCS) in Applied Physics (Engineering Technologies) — John Abbott College, Sainte-Anne-de-Bellevue

Developed comprehensive skills in applied physics and engineering technologies, with a focus on system design, automation, and real-world technical problem-solving. Gained practical knowledge in electronic circuits, robotics, and materials science, which informed technical approaches in augmented reality and game mechanics.

High School Diploma (DES) — Lindsay Place High School, Pointe-Claire (Honor Student)

LANGUAGES

English (Fluent)

French (Fluent)

HOBBIES & INTERESTS

Gaming, Cooking, Working Out