

# Michael Salton

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## Skills / About

|                         |   |
|-------------------------|---|
| <b>Programming</b>      | C++, C#, Unity, Unreal Engine 5, Vulkan, OpenGL, GLSL, HLSL, WebGL, Rust, Python, Kotlin, Java, JavaScript      |
| <b>Concepts</b>         | CI/CD, MVVM, SOLID, Optimization, Game Physics, VR/AR, Shaders, UI/UX, Tools Programming                        |
| <b>Math</b>             | Topology, Graph Theory, Trigonometry, Linear Algebra, Matrices, Discrete Math, Computational Geometry, Calculus |
| <b>Spoken languages</b> | English, French   |

## Experience

### Game Developer

Saltbox Interactive

London, Ontario

October 2023 - Present

- Developing Discover Old D'Hanis, an educational game about archaeology, architecture, and history, based on the real town of D'Hanis, Texas.
- Discover Old D'Hanis was showcased at the Society for Historical Archaeology Conference January 2025 in New Orleans, Louisiana.
- The game was presented to the community in Texas in June 2024, where it received enthusiastic praise and is now being integrated into local schools as an educational tool for teaching history and archaeology and adopted by universities as a lab resource.

### Software Developer

Peavey Industries

London / Red Deer

May 2022 - Present

- Transformed distribution center processes from outdated pen-and-paper methods to a streamlined mobile app solution, accelerating product flow by 20%, reducing errors, and significantly improving overall operational efficiency.
- Developed and deployed a mobile app for the company stores, streamlining the processing of online orders and cutting handling time by 40%.
- Enhanced the company's pricing strategy by developing an automated tool that minimized the need for manual price adjustments and optimized product pricing to remain market competitive, resulting in annual savings of millions of dollars.

### Software Engineering Intern

The University of Western Ontario

London, Ontario

May 2021 - September 2021

- Working with the Architecture department, I developed a VR tool for urban planning and design that involved interactive city environments.
- The app was integrated into architecture labs, providing students with early 'hands-on' experience in urban planning and interactive design.

## Extra-Curricular

### Western Developers Club

Developer

The University of Western Ontario

October 2023 - May 2024

- Directed a student team through the design, and development of a video game project, assigning tasks according to each member's strengths.
- Hosted workshops on game development fundamentals, covering topics like game physics, shader programming, and optimization.

### Western AI

Project Manager / Developer

The University of Western Ontario

August 2022 - March 2024

- Presented machine learning project at the Canadian Undergraduate Conference on Artificial Intelligence 2023 and 2024 in Kingston, Ontario.
- Guided a team of students through the process of planning, design, and implementation of a machine learning agent for a video game.

## Projects

### 3D Pixel Art Engine

Custom engine and rendering pipeline built on top of Unity

October 2023 - May 2024

- Pixel-perfect camera with sub-pixel movement, isometric camera, grass spawner using Poisson Disc Sampling, shaders; toon, outline, grass.

### The Wild Waste

Survival game built in Unity

September 2023 - April 2024

- Procedural generation, dialogue system, day-night and weather effects, footprint tracking system, animated loot system with particle effects.

## Publications

- Michael Salton**, Ethan Pisani, Swayam Sachdeva, "Comparing AI Navigation Methods Using Counter Strike: Global Offensive," March 19, 2023. [\[Link\]](#)

## Education

### The University of Western Ontario

Bachelor of Computer Science + Minor in Video Game Development

London, Ontario