Michael Rozak

Shrewsbury, MA 01545

1-508-523-5819 | m.rozak@roshark.com

Education

Becker College, Worcester, MA

BA in Interactive Media Design (Specialization in Programming)   May 2015

Becker College, Worcester, MA

MFA in Interactive Media Design   May 2020

Relevant Experience

Vet Tech Sensei   August 2014–December 2014

Becker College, Worcester, MA

—Producer

—2D Artist

As the producer of Vet Tech Sensei, I was responsible for managing the development of the game. I oversaw the team leaders for programming and design. In doing so I was organized and provided the entire team with effective communication to keep the progress moving at a comfortable pace. I utilized Google Drive to organize the team's artwork, scripts, and progress. I used the Kanbanchi tool on Google Drive to keep track of delegating tasks and deadlines. My team and I used Perforce to efficiently access and update project files. As a 2D artist I was responsible for creating various assets for the user interface. I used Adobe Photoshop and Illustrator to create the 2D assets.

Retrograde   November 2014–December 2014

—3D Artist

As a 3D artist on Retrograde I was responsible for creating an anti-gravity gun, used as the core mechanism for the game. Autodesk 3ds Max was the software I used for modeling, texturing, and animating this asset.

Adrift   January 2015–April 2015

Becker College, Worcester, MA

—3D Artist

—Writer

In working as a 3D artist for this game, I used Autodesk 3ds Max to model and texture many assets used throughout the game. In working as a writer for this game, I developed a story for the game that would immerse the player in a dark and eerie environment.

Relaxing in the Rainforest   August 2019–May 2020

Becker College, Worcester, MA

—Producer

—Lead Environment Design

—Lead Technical Artist

As the producer of Relaxing in the Rainforest, I was responsible to overseeing all aspects of the project. Each milestone was created prior to development to ensure deadlines would be attainable. Sprints were posted using Google Sheets with each task that needed to be completed and each sprint ran for two weeks. Discord was used as a main source for communication and weekly meetings on progress were held through the built-in voice chat channel. GitHub was the cloud service I used for the development of the game so that collaboration was easily possible inside and outside the studio.

As the lead environment designer, I was responsible for ensuring the game world was believable and followed the planned vision for the project. The environment was created using Unreal Engine 4 and the platform used for the game was Oculus Rift.

As the lead technical artist, I was responsible for ensuring proper texturing on models in Unreal Engine.

Frozen Foods Team Leader   May 2015–January 2022

Wegmans Supermarkets, Northborough, MA

—Department Leader

As a Frozen Foods Team Leader, I managed and ran the department as a manager. I was responsible for hiring, training, and developing my team. As a department manager, I was responsible for payroll, scheduling, ordering, inventory management, and delegating tasks to ensure the department is run as efficiently as possible. As a team leader, I was challenged with making decisions on the fly that impact the success of the team and business. I have strong communication and interpersonal skills, which allow me to better understand and lead my team. I prioritized tasks to ensure opportunities are not missed. If a new challenge arose, I re-prioritized on the fly to accommodate appropriately. I am self-motivated and seek out new ways to complete tasks and projects in the most efficient manner. I used the strengths and input of my team to help create a safe and efficient work environment.

I have significant experience training new managers to be successful in their roles because of my time spent as a department manager. My passion for providing others with my accumulated knowledge is well-known and am sought out to work with new managers throughout the New England division of Wegmans stores.

Overnight Operations Management Trainee   January 2022–April 2023

Wegmans Supermarkets, Natick, MA/Westwood, MA

—Department Manager Trainee

As an Overnight Operations Management Trainee, I went through a rigorous training program to become an Overnight Operations Manager. I was responsible for overseeing all operations of a multi-million dollar per week business throughout overnight hours while the store manager and area managers were not working.

While working overnight, I was responsible for ensuring the successful operation of the store and be an acting store manager in the event of any emergency. This requires significant composure under high-stress situations that may have an impact on the overall financial well-being of the company or the safety of employees. In addition, I needed to act as an employee advocate as the Human Resource team does not usually work during overnight hours.

Overnight Operations Manager   April 2023–Present

Wegmans Supermarkets, Westwood, MA

—Department Manager

As an Overnight Operations Manager, I am responsible for risk management and overseeing all operations for the store.

While working overnight, I am responsible for working with all departments, vendors, and partners to ensure products are received and delivered in a timely manner to ensure the success of the business. I have reimagined how products are worked and stored to maintain an efficient workflow, reducing rework and ensuring accurate inventory levels. I Manage a team that delivers incredible customer service and genuinely cares for the well-being and success of others.

Other Experience

Adjunct Professor   January 2021–May 2021

Becker College, Worcester, MA

As an adjunct professor, I taught a course in team management for MFA students studying interactive media design. This course was designed to provide a solid understanding of how to manage others and communicate effectively. It also covered ways to create a positive and successful work environment.

Skills

—Effective Communication, Leadership, Team and Project Management, Risk Management, Problem Resolution, Developing Others, Coaching

—Organization, Resourceful, Motivated, Positive, Multi-task, and Results Oriented

—Windows OS, Mac OS, iOS, Android OS

—Microsoft Office, Adobe Suite, Octane Render, Autodesk Maya, Autodesk 3ds Max, Unreal Engine, Unity, Blender, Houdini, ZBrush, Marvelous Designer, Substance Painter, Substance Designer