

Michael Brown

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Summary

- Designer with 10+ shipped AAA titles across industry-leading franchises including *Call of Duty*, *Destiny*, and *Diablo*
- 5+ years experience designing gameplay systems and prototyping with game development tools
- 5+ years technical experience with advanced text based and visual scripting
- Strong communication skills (written, verbal, presentational) to collaborate effectively across many disciplines
- Creative problem solver with the ability to proactively identify and implement innovative, efficient, and scalable solutions
- 20+ years of exploring and being inspired by games of all kinds

Skills

Game Design: Technical Design, Systems Design, Activity and Encounter Design, Design and Technical Documentation

Game Engines & Editors: Unity, Unreal, Proprietary tools for *Call of Duty* and *Destiny*, Stencyl

Software: Microsoft Word, Excel, OneNote, Adobe Creative Suite, Visual Studio, Perforce, JIRA, Confluence, Sourcetree

Programming: C#, C++, GSC, JavaScript, Lua, Stencyl visual scripting, some Python, some Blueprints

Game Design Experience

Call of Duty: Black Ops 6 Zombies, Warzone Season 2 (MW3), Warzone Season 2 (MW2), High Moon Studios

Technical Designer, June 2022-Present

- Own and design gameplay mechanics, quests, and activities for use in Warzone and Zombies from paper concept to ship resulting in some of the studio's highest engaged content to date
- Drive inspiring, cohesive gameplay experiences that surprise and excite players while standardizing complex pipelines, systems, and workflows between 5+ major studios
- Optimize proprietary tools and systems to improve prototyping efficiencies, extend asset capabilities, and create scalable iteration processes for collaboration across disciplines
- Produce prototypes via text-based scripting and iterate quickly to find the fun through playtesting and feedback
- Learn new systems and tools quickly to assist the team with bugs, implementation, and improved workflows
- Create guidelines for technical implementation across Design, Audio, Engineering, and Art teams
- Lead design team in quarterly explorations and discussions of wider industry trends for knowledge sharing and innovation

B-Side, Little Squid Studios

Lead Designer, October 2016-June 2022

- Developed a 2D narrative puzzle game in Unity that utilizes novel maze-like level designs
- Designed systems and mechanics that complemented the existing eco-system and created unique narrative experiences
- Wrote complex functional C# scripts for use on modular and unique game objects and systems
- Tuned core gameplay systems such as player abilities to ensure compelling encounters and satisfying progression
- Implemented banter and story elements to facilitate strong world building and narrative

Diablo II: Resurrected, Vicarious Visions

Senior Tools Tester, July 2019-November 2019

- Owned all aspects of testing in-house development tools to ensure Designers and Artists could iterate on content
- Led QA tools team to assist developers with data entry, ongoing maintenance, and ensure other teams' needs were met
- Communicated closely with Engineers, Artists, and Designers to address bugs and inefficiencies
- Participated in and contributed to daily and weekly sprint plannings, reviews, and production check-ins
- Utilized strong technical and scripting knowledge to quickly develop solutions to complex problems

Destiny 2 Warmind, Guardians, Forsaken, Black Armory & Joker's Wild, Vicarious Visions

Investment & Compatibility QA Tester, February 2018-March 2019

- Owned testing of core investment, pursuit, and reward-based systems to ensure player time is rewarded correctly
- Provided detailed gameplay, balance, and tuning feedback with a strong sense of satisfying progression curves
- Collaborated cross-functionally with Designers and Engineers to analyze and give feedback on newly added features
- Documented defects in a clear and concise manner and worked with developers so bugs were addressed properly
- Identified high-risk content and facilitated playtests with QA to gather performance analytics and player feedback

Education

Manchester Community College, Manchester, CT

Associate of Science, Computer Game Design

University of Connecticut School of Engineering, Storrs, CT

Bachelor of Science, Computer Science, August 2012-January 2015