|  |
| --- |
| Michael Brinker  1802 Chelsea Way Redwood City, CA 94061 **·** 213-446-2827  mikebrinker@gmail.com · http://www.mike-brinker.com |
| **Objective:** Attain a Game Director position to build the future of games and game studios. |

# Work Experience

|  |  |
| --- | --- |
| Crystal Dynamics | Sept 2011 – Present |
| Marvels Avengers – Lead DesignerWorked directly with studio leadership to build a live service game from concept to ship.Mentored, coached, reviewed, and trained 8+ in-house employees across three strike teams and three external studios (20+ people) to build every experience in the campaign by providing reviews, feedback and best practice/direction including tools training and tutorials for all aspects of the Foundation Engine and Horizon Editor.Was hands on from Pre-Pro to Ship: Base movement and traversal mechanics across multiple heroes, Campaign Level Design, Social Space Design, Storytelling, Game Wide Visual Language and Water Cooler game moments.Hired and managed all levels of designers across all specialties for the entire project during pre-pro and production, including some outside the design discipline.Rise of the Tomb Raider – Lead Designer  * Managed design team to execute the director vision for all Single Player content including level design/high impact moments/game systems/crafting and some mechanics for a 12+ hour experience. * 12+ direct reports at any given time. * Helped define all milestones, deliverables, and quality bar for the Vertical Slice method. * Responsible for the Rational Level Design Document and level design checklist for the project. * Worked with HR to build, recruit, and maintain talent across the studio and design team. * Brand: Extensive PR Training for a 40-day press tour in four different countries. * Gave game presentations and demos during Gamescom 2015, Brazil Game Show 2015, Paris Game Show 2015, and London Game Showcase 2015.  Tomb Raider 2013 – Senior Designer  * Captain of a five-man team that built the core Puzzles and side quest puzzles for the game. * Built a variety of gameplay experiences across all levels, including E3 demo content and combat. * Responsible for the “bow grab” moment at the beginning of the game. |  |
| Electronic Arts, Level designer **Dantes Inferno DLC: Trials of St. Lucia** – Lead Designer  **Dantes Inferno** – Level and Mode Designer  **the Godfather Part II** – System/Mission and Level Designer  **The Simpsons Game** – Level Designer for Grand Theft Scratchy  **The Godfather** – Open World Designer | May 2005 – Sept 2011 |

# Education

|  |  |
| --- | --- |
| MFA Interactive Media, University of Southern California  * EA Los Angeles Game Design Intern for Medal of Honor: European Assault on PS2/XBOX. * 2004 GDC Independent Game Festival Student Showcase winner for “Dyadin”. * Built MFA’s first lab in the Robert Zemeckis Center for the Digital Arts. | 2002-2005 |
| BA Theater, Truman State University  * Founded and ran Film Club on campus; helped create two student short films. | 1998-2002 |

# Software

|  |  |  |
| --- | --- | --- |
| * LUA/XML/HTML * Visual Scripting (UDK variant) * Microsoft Office/Windows | * Confluence/Jira * Perforce * Maya 2017 | * Xbox and PS4 SDK’s * Devtrack * Adobe Photoshop and Illustrator |