

MICHAEL BRINKER

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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 DESIGNER

- Worked 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

MAY 2005 – SEPT 2011

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

EDUCATION

MFA INTERACTIVE MEDIA, UNIVERSITY OF SOUTHERN CALIFORNIA

2002-2005

- 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.

BA THEATER, TRUMAN STATE UNIVERSITY

1998-2002

- Founded and ran Film Club on campus; helped create two student short films.

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