

Mike C. Birkhead

Qualifications

12 years of experience working in the game industry designing Action-Adventure, Fighting, MMO, Shooter, and Open World games. Primarily focused on combat, scripting, enemy design, balance, and economy; also handled level design, progression, social features, and camera implementation. Experienced in C++, Java, Python, and Excel, with a proven ability to quickly adapt to new languages. Thrives in multi-discipline team environment. Longstanding and intense love for video games. Dedicated to advancing the understanding of game design for everyone, with an unquenchable thirst for knowledge that is met, in equal measure, by a drive to better my craft.

Strengths

- Experience in Five Genres
- Outstanding Communication Skills, both Verbal and Written
- Understand and Clarify Project Goals
- Identify Key Problems in the Design and Craft Systemic Solutions
- Act as a Conduit Between Disciplines
- Building Worlds, Cultures, and Languages for Games

Experience

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| 11/2015 - 1/2017 | Section Studios: <ul style="list-style-type: none">• Lead Designer on Blood Tales | Los Angeles, CA |
| 5/2012 - 10/2015 | Insomniac Games: <ul style="list-style-type: none">• Designer on Sunset Overdrive• Designer on Fuse | Burbank, CA |
| 9/2011 - 5/2012 | Vigil Games: <ul style="list-style-type: none">• Senior Designer on Darksiders 2• Senior Designer on Dark Millennium Online | Austin, TX |
| 10/2010 - 8/2011 | Netherrealm Studios: <ul style="list-style-type: none">• Senior Designer on Mortal Kombat 9 | Chicago, IL |
| 10/2006 - 07/2010 | Ready at Dawn: <ul style="list-style-type: none">• Designer on God of War: Ghost of Sparta• Designer on God of War: Chains of Olympus | Irvine, CA |
| 4/2004 - 7/2006 | Jailed Games: <ul style="list-style-type: none">• Designer, Tools Programmer | Santa Monica, CA |

Education

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| 2000 - 2004 | Loyola Marymount University Undergraduate – Computer Science | Westchester, CA |
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