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| Mike Hurst  *SENIOR GAME DESIGNER* | (408) 480-3415  [mike@mikeahurst.com](mailto:mike@mikeahurst.com)  <http://www.mikeahurst.com> |

*Profile* I’m a creative game designer with 16+ years of experience working on AAA games. I specialize in creating slick and clever level layouts as well as challenging yet rewarding gameplay sequences. Now looking to apply my skills, expertise and passion into a company that believes that gameplay comes first.



*Skills* **Design**

* Ability to take any environment and create gameplay that uses elements from that environment in clever and fun ways, but still feel integrated and not overly contrived.
* Creating level layouts that complement the mechanics of the player’s Avatar. This requires full understanding of what these mechanics are and how they feel when performing them.
* Intuitive level design that utilizes visuals, sound, feel, angles, and animation to lead but never handhold a player through the gameplay space.
* Ability to create gameplay sequences that combine enemies and custom set pieces to deliver memorable moments.
* Creating puzzles where the solution isn’t stumbled upon or buried within many steps, but instead easy to solve once you know the twist.

**Tools**

* Proficient in proprietary 3D development tools, Maya based level editors, Radiant Editor, Fox Engine, basic and visual scripting.

**Other**

* Strong 2D drawing skills, storyboarding background, and animation.
* As a hobby I’m very close to completing a simple mobile game I made for fun. I did all the art, animation, and scripting.



*Experience* **EA Games (Star Wars - Unreleased)**

Senior Game Designer 2017-Current

* Designed multiple gameplay spaces for a single player Action Adventure game in 3D block mesh using Frostbite/Maya.
* Scripted enemies and objects to convey gameplay ideas within the 3D gameplay spaces I had created.
* Was asked to take on a bigger role in blocking out more levels of the game in 3D block mesh. I gladly accepted and began blocking out gameplay spaces for additional levels. While the previous block outs I had already finished were given to other designers to script up.

**Infinity Ward (Call of Duty: Infinite Warfare)**

Senior Game Designer 2014-2017

* Primarily worked on the mission “Titan” which was picked to be our first full production/green light level.
* I created the final 3D block mesh that was used by artists/scripters as their template to build from.
* Worked with Directors to craft gameplay spaces that supported story and gameplay moments.

**Kojima Productions (Metal Gear Solid V: The Phantom Pain)** Senior Game Designer 2013-2014

* Created the initial block mesh layout for the Gray Rampart Multiplayer map.
* Tuned and balanced the map based off of several play tests held within the studio.
* I decided to leave Kojima Productions after 8 months, but the map I designed remained in the shipped game.  It was taken over by new designers/artist, but many of the core designs remained.

**Sony Santa Monica (God of War: Ascension)**

Senior Game Designer 2010-2013

* Worked with the Creative Director to design the flow and pacing of the opening level.
* Modeled the entire level in block mesh using Maya to get scale and feel right, then worked closely with artist to balance form and function.
* Scripted, tuned, and composed the arrangement of all non-boss encounters for entire level.
* Scripted all tutorial elements for opening level.
* Responsible for all object placement and navigational paths.
* Worked closely with Combat Designer to create boss arenas within the level.
* Created the flow and block mesh for “The Statue of Apollo” level, this was then given to two designers who fleshed out in detail the initial shell I created.

**EA Games (Dante’s Inferno)**

Senior Game Designer 2008-2010

* Designed various combat encounters and puzzles throughout several levels in the game.
* Responsible for creating block mesh using Maya to support my combat and puzzle designs.
* Scripted puzzles and encounters for several levels.

**Lucas Arts (Star Wars: The Force Unleashed)**

Senior Game Designer 2006-2008

* Designed the entire level flow for the “Tie Fighter Factory” mission, which was the opening main player mission of the game.
* Worked closely with environment artist to create gameplay spaces.
* Scripted all enemy encounters for level.
* Responsible for all object placement and scripting of hard gates.

**EA Games (Lord of the Rings: The Return of the King/The Third Age/The Godfather: The Game)**

Senior Game Designer 2003-2006

* **LotR: The Return of the King** – Designed the opening level for the game and responsible for all enemy encounters, gameplay transitions, pacing, and object placement.  I also designed the “Palantir of Sauron”, which was a survival mode.
* **LotR: The Third Age** – Designed the “Plains of Rohan” missions.  Paper map designs working with an Artist to build level.  Scripted all enemy and object interactions.
* **The Godfather** – Designed missions, “Death of a Traitor”, “Sonny’s War”, and “A Recipe for Revenge”.  Responsible for all enemy encounters and scripted events for missions.

**StormFront Studios (Lord of the Rings: The Two Towers)** Game Designer 2001-2003

* Designed missions, “Balin’s Tomb”, “Plains of Rohan”, and “Helm’s Deep Wall”.
* Scripted all enemy encounters and object interactions.
* Responsible for cameras and all object placement.

**The 3DO Company (War Jetz)**

Game Designer 1999-2001

* Designed all the “Panama” missions.
* Paper designed all missions and then worked with environment artist to balance form and function.
* Scripted all enemy encounters and environment interactions.



*Portfolio* To see examples of my work please visit my personal website:

<http://www.mikeahurst.com>



