Michael Amato
Senior Game Designer
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Currently working on an unannounced FPS in Unreal 5

Summary of Qualification

- ❖ Exceptional Game Designer with 8+ years of studio experience and an Honours BA in Game Design from Sheridan College in Oakville, Ontario
- ❖ Uses great understanding of systems design, combat design, 3Cs, UX forward thinking, and references of a wide variety of game genres to design features from the ground up and/or polish existing features
- ❖ Has experience in designing for a wide range of platforms including PC, Mobile, and VR Industry

Experience

Behaviour Interactive Inc. | *Senior Game Designer | Multiple Titles* **2019 – Present**
Unannounced Roguelike FPS project in Unreal 5 (PC/Console)
- ❖ I am responsible for all roguelike systems/balancing, meta progression, 3Cs, encounter design, UX, narrative, and am responsible for mentoring/reviewing features of 10 junior game and level designers on the project

Jurassic World: Primal Ops (Mobile)
- ❖ Feature owner of the meta-game, narrative, and was the design team's primary contact for all things UX related. Was promoted to Senior Game Designer during my time on the project. Supervised junior designers working on Enemy AI and combat design.

Golf Champions: Swing of Glory (Mobile)
- ❖ Was the person in the design department on the project and therefore had lead and director responsibilities. Considerably improved UX of game mechanics, fully designed the FTUE, and directed an entire UI overhaul.

Nvizzio Creations Inc. | *Game / UX Designer | Multiple Titles* **2017 – 2019**
Citytopia (Mobile)
- ❖ Joined the team very soon after Early Access Launch
- ❖ Helped increase Day 1 Player Retention by 39% and day 7 by 12% on Citytopia by designing a daily quest system, re-balancing, and aiding in UX improvements of existing core mechanics.

Eden Rising (PC)
- ❖ Joined the team almost one year before Early Access.
- ❖ Was responsible for enemy behaviour trees, combat design, led strike teams for systems and core mechanics, and aided in FTUE design and improving the game after launch through content patches and hotfixes through early 2019

Sixty Forty Games | *Lead Game Designer | Detective VR*   **2016 - 2017**
Detective VR (HTC Vive)

- ❖ Led a team of six classmates while at Sheridan College in designing a VR game that won multiple awards at the "Level Up!" 2017 Student Showcase in Toronto in a competition of roughly 90 teams.
- ❖ Led all discussions and had the responsibility of having final decisions relating to scope, core mechanics, UX, narrative, and the FTUE.

Minority Media Inc. | *Game Design Intern & QA Tester | Time Machine VR*   **2016**
Time Machine VR (Oculus Rift)

- ❖ Learned from industry veterans about designing for VR.
- ❖ Was responsible for narrative design, scriptwriting, localization, and improving UX.
- ❖ Assisted Level Designers in Unreal 4 with Level Blueprints.
- ❖ Responsible for reporting and fixing bugs, observing and discussing the game with external playtesters, and suggesting improvements based on playtests.

Relevant Skills

Software & Tools

- ➢ Unity
- ➢ Unreal/Blueprints/GAS
- ➢ MS Office & Google Counterparts
- ➢ Adobe Photoshop
- ➢ JIRA
- ➢ Basic Visual Scripting
- ➢ Miro

Core Design Skills

- ➢ System Design
- ➢ Prototyping Experience
- ➢ UI/UX Design
- ➢ Gameplay Balancing
- ➢ Narrative Design/Writing
- ➢ 3Cs
- ➢ Design Documentation
- ➢ 2D and 3D Level Design

Personal Strengths

- ➢ Exceptional at speaking, listening and writing effectively
- ➢ Identifies and solves problems creatively
- ➢ Great team player
- ➢ Great leadership skills
- ➢ Self-Motivated

Relevant Education

Sheridan College – Bachelor of Game Design   **2013-2017**

- ❖ Graduated with Honours
- ❖ Won multiple awards from Sheridan College "Sprint Week" Game Jams
- ❖ Had courses in UX and gathering user data through testing