MIKHAIL SHUMILIN

www.mshumilin.com
mikhailshumilin@gmail.com
(775) 219-8747

❖ SUMMARY

- Created game content that is experienced by millions of players worldwide
- Dynamic experience – AAA FPS, multi-genred projects, mobile, free-to-play
- Clear and effective communicator that thrives off of feedback and critiques
- A fan of physical prototyping on top of digital – "Paper is cheaper than pixels"
- My goal is to deliver memorable experiences for players that makes them say "wow" and expand my professional knowledge and skillset of content creation

❖ PROFESSIONAL EXPERIENCE

<u>Sledgehammer Games – Level Designer – May 2016 – Present</u>
Call of Duty: WWII (PS4, Xbox One, PC) – AAA FPS
- Designed and implemented levels for the single player campaign
- Scripted all gameplay logic in the level including combat encounters, gameplay events, animation sequences, VFX, character voiceover, and story beats
- Utilized Radiant level editor and wrote GSC script code in ScriptDevelop
- Blocked out levels and prototyped gameplay sections from scratch
- Wrote gameplay beats, level flowcharts, level design wiki pages
- Collaborated with other disciplines to deliver a fun, high-quality, polished AAA gameplay experience that honors and respects the global sacrifice of WW2

<u>Microsoft – Game Designer – May 2014 – October 2015</u>
Project Spark (Xbox One, PC) – Action-adventure, sandbox, simulation and more
- Created official content and levels for a game where players can make their own games using a built in editor and scripting language ■ Shipped and maintained 11 DLC packs ■ Built levels and scripted gameplay systems for Champion's Quest, a 3rd person action-adventure campaign that can be played in co-op ■ Scripted all content, gameplay logic and AI using Kode, a visual based scripting language
- Concepted, prototyped and designed gameplay props and configured properties

<u>Z2, Inc. – Game Designer – November 2011 – October 2013</u>
Shadowslayer: Dawn of the Lightforge (free-to-play on iOS) – 2D action RPG / city builder
Paradise Bay (free-to-play on iOS) – 3D massively social resource trading game / city builder
Battle Nations and Trade Nations (free-to-play on iOS, Android, PC, Mac) – turn-based strategy / city builder
- Conceptualized, designed, and built levels for story driven game worlds influenced by social gameplay features ■ Designed and tuned combat encounters for single player and multiplayer ■ Scripted gameplay events in Lua ■ Implemented and balanced quests, items, powers, and monsters in the game's engine and excel ■ Implemented mission structure, flow, and gameplay triggers ■ Set up excel databases to check unit balance ■ Designed and maintained aspects of game economy and player progression ■ Balanced and fine-tuned all content related to monetization ■ Acted as a mentor to junior designers ■ Wrote GDDs

❖ EDUCATION

DigiPen Institute of Technology – Redmond, WA – studied Game Design and Programming – 2007 – 2011
University of Nevada, Reno – Reno, NV – studied Computer Science – 2006 – 2007

[Game Engines]
Radiant Editor
Unreal 4 and 3
Unity

[Programming/Scripting]
C/C++ (4 years)
ActionScript 3 (4 years)
Kismet (3 years)
Blueprint (2 years)
UnrealScript (1 year)
Lua (2 years)
XML (4 years)
HTML and CSS (2 years)
Kode (2 years)
GSC Script (1.5 years)

[Development Tools]
Autodesk 3DS Max / Maya
Adobe Photoshop
Adobe Flash
Adobe Illustrator
Adobe Premiere
Visual Studio
ScriptDevelop
Xcode
SharePoint
Visio
Perforce
TortoiseSVN
Git