MIKHAIL SHUMILIN

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SUMMARY
- Created game content that is experienced by millions of players worldwide
- Dynamic experience – AAA FPS, VR, multi-genre projects, free-to-play, mobile
- Clear and effective communicator that thrives off of feedback and critiques
- Prefer live prototypes and quick blockouts over antiquated game design docs
- My goal is to deliver memorable experiences for players that make them say "wow" and expand my professional knowledge and skillset of content creation

PROFESSIONAL EXPERIENCE

Meta (acquired Ready At Dawn) – Lead Level Designer – December 2021 – Present
- Leading a team of Level Designers and developing next generation VR content

Ready At Dawn – Senior Level Designer – April 2018 – December 2021
Lone Echo II (Oculus Rift) – AAA VR
- Created level layouts and greyboxed gameplay spaces from scratch to shippable quality in Maya – with a focus on zero-g exploration, puzzle design, player object interactions, and integrating narrative seamlessly into moment-to-moment gameplay
- Prototyped, implemented, and maintained gameplay mechanics and level logic using visual based scripting systems ■ Worked with narrative and art to craft game story, systems, and progression that focused on player agency and vulnerability
- Oversaw and advised all optional side content, which leveraged mechanics and concepts established by me in the main story campaign ■ As the most Senior Level Designer at the studio, worked with directors and producers to lay down the foundation and workflow of the studio's entire Level Design department

Sledgehammer Games – Level Designer – May 2016 – April 2018
Call of Duty: WWII (PS4, Xbox One, PC) – AAA FPS
- Designed and implemented levels for the single player campaign and Zombies co-op mode
- Scripted gameplay logic in levels 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, then iterated on the spaces with art and animation support ■ Collaborated with other disciplines to deliver a fun, high-quality, polished AAA gameplay experience that honors and respects the global sacrifice of WW2

Microsoft – Game Designer – May 2014 – October 2015
Project Spark (Xbox One, PC) – Sandbox and Action-adventure
- 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
- Planned, prototyped and designed gameplay props and configured object properties

Z2, Inc. – Game Designer – November 2011 – October 2013
Paradise Bay, **Shadowslayer: Dawn of the Lightforge, Battle Nations, Trade Nations** (free-to-play on iOS)
- Conceptualized, designed, and built content for story driven game worlds influenced by social gameplay
- Implemented, scripted, and tuned combat encounters, quests, items, powers, and game rewards

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
RAD Engine
Unreal 5 / 4 / 3
Other In-House Engines

[Scripting]
Blueprints
RAD Visual Script
GSC Script
Kode
Kismet
UnrealScript
ActionScript 3
Lua
XML

[Development Tools]
Autodesk Maya
Adobe Photoshop
Adobe Flash
ScriptDevelop
SharePoint Suite
Visual Studio / Xcode
Perforce P4V / Git
Other In-House Editors