

Mike Egan

Graphic Design, 3D World Design, Game Design

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PROFESSIONAL EXPERIENCE

2021 - Present: Game Designer - Infinity Ward

Call of Duty: Modern Warfare 2 (2022)

- Lead the Design of Co-op "Defender" missions and "Raid: Episode 1".
- Designed game systems, game modes, and narrative implementation.

2018 - 2021: Associate Game Designer - Infinity Ward

Call of Duty: Warzone (2020)

- Lead the Design of the Warzone Season 5 "Freight Train".
- Worked heavily with the Multiplayer and Code teams for feature support.

Call of Duty: Modern Warfare (2019)

- Lead the Design of 3 Co-op Operations, with over 2 hours of gameplay.
- Experienced with a proprietary GSC scripting language - akin to C#.
- Collaborated with animators to create 3 "epic exfil setpieces".
- Supported Co-op and Multiplayer modes with bug fixes and improvements.

2017: QA Tester - Household Games

Way of the Passive Fist (2018)

- Tested full game for gameplay comprehension and bug report feedback.
- Submitted detailed feedback with video clips and narration.

2016: QA Tester, Launch Host - Phantom Compass

Auto Age: Standoff (2017)

- Tested assorted game mechanics for game feel, flow, world design, and reported on bugs found during play.
- Hosted hundreds of multiplayer matches for the first two weeks of the multiplayer launch so that new players always had live games to join.

2016: QA Tester - Creative Bytes Studios

Embers of Mirrim (2017)

- Tested full game for gameplay comprehension and bug report feedback.

2015: Map Contributor - Valve Software

Team Fortress 2 (2007)

- Developed pd_watergate, and the "Player Destruction" game mode, in addition to Level Optimisation on ctf_2fort_invasion for the Invasion Update (Officially included in the game October 2015)
- Level Optimisation and World Design Consultation on pd_pit_of_death for Scream Fortress Update (Officially included in October 2016)
- Worked on periodic patches to fix bugs, and to balance gameplay issues.

SOFTWARE KNOWLEDGE

- C#, GSC, LUA, JS, PHP, SQL
- Radiant, Unity, Hammer
- JIRA, Confluence, Trello
- Photoshop, 3DS Max

SKILLS

Experienced in Co-op and Multiplayer design.

Well experienced in sharing constructive feedback.

Experienced in working in a team with varying skill sets.

EDUCATION

Niagara College

OCAD in Game Development
Welland, Ontario, Canada
September 2014 - April 2017

PERSONAL EXPERIENCE

Developed 75+ finished levels for the game Team Fortress 2.

Hosted 200+ scheduled community level playtests.

Hosted community design contests with 700+ entries.

Developed 200+ videos reviewing community levels.