

Mike Egan

3D Game Designer & Level Scriptor

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PROFESSIONAL EXPERIENCE

QA Tester - Household Games

December 2017 - January 2018 (1 month)

Way of the Passive Fist

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

QA Tester, Launch Host - Phantom Compass

September 2017 - October 2017 (1 month)

Auto Age: Standoff

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

QA Tester - Creative Bytes Studios

December 2016 - January 2017 (1 month)

Embers of Mirrim

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

Lead Programmer, Designer - Pressure Cooked Games

September 2016 - April 2017 (5 months) - Student Project

D.I.B.S. (Unity)

- 3D top-down local coop shooter forcing teamplay elements
- Designed and implemented all gameplay mechanics
- Fully scripted cutscenes, AI behaviors, and statistics gathering

Map Contributor - Valve Software

September 2015 - October 2016 (1 year 1 month)

Team Fortress 2

- Lead Designer of pd_watergate, and the Player Destruction gamemode, in addition to Level Optimisation on ctf_2fort_invasion for the Invasion Update (September 2015)
- Level Optimisation and Design Consultation on pd_pit_of_death for Scream Fortress Update (October 2016)

Game Designer, Programmer - Rad Connection

January 2016 - April 2016 (4 months) - Student Project

Idol Threat (Unity)

- 2.5D collectathon platformer with grapple hook mechanic
- Developed gameplay prototypes for the unique movements
- Designed and implemented graybox level structures
- Coded triggerable game cutscenes and player stat tracking

SOFTWARE KNOWLEDGE

- C#, C++, LUA, JS, PHP, SQL
- Visual Studio
- Valve Hammer Editor
- Unreal Editor
- Unity
- Hansoft, Trello, JIRA
- Adobe Photoshop Studio
- Autodesk 3D Studio Max

SKILLS

Well experienced in level design for multiplayer games.

Well experienced in receiving and giving constructive feedback.

Experienced in working in a small team with varying skillsets.

Empathetically putting value in other's efforts.

LANGUAGES

- English — Mother Tongue
- French — Conversational

EDUCATION

Niagara College, Ontario – OCAD in Game Development

September 2014 - April 2017 - Graduated with Honors

In addition to an Ontario Credit Certificate in General Arts and Sciences.

PERSONAL EXPERIENCE

Team Fortress 2 Level Creation – *Designs, Scripting, Art, Tests*

November 2009 - Present

Arena_Discovery, Pass_Cuisine, Surf_Entrance, Surf_Overlook,
Surf_Torrent, DM_Egan, PD_Egan, Arena_Egan, Cp_Voltage

- Created over 50 custom levels with assorted game modes and designs
- Journeyed through full development process by concepting, designing, level art passing, testing, and comprehending assorted player feedback
- Created assorted web tools and programs to facilitate faster workflows

TF2Maps.net Staff – *Level Test Host, Contest Host, Interviewer*

August 2013 - Present

- Hosted over 150 scheduled level playtests with video feedback on each
- Hosted & helped curate level design contests with over 700 entries
- Administered the community forums, game servers and chat rooms
- Created a video interview series on noteworthy level designers