Michael Power
Technical Game Designer

Links & Point of Contact:

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www.linkedin.com/in/michael-power

wixsite.com/michaelpdesign

Profile:

A unity based designer with experience in agile practices, collaboration with art & animation teams. Highly rated by fellow project members for a motivational attitude and a willingness to branch into other areas of development to assist. I enjoy tabletop & virtual games alike picking apart their mechanics and devising my own forms of additional content.

Skills:

Technology Skills:
- Intermediate Experience with Unity
- Intermediate C# skills
- Fork
- Github
- Trello
- Fundamentals of Unreal
- Google Workspace
- 3D Modeling with Maya
- Texturing with Substance Painter

Soft Skills:
- Narrative design & worldbuilding
- Communication
- UI design
- Agile Practices
- Level design
- Storyboarding
- Rapid prototyping
- collaboration with large groups

Education:
- **BA Hons in Game Dev: Design - 2:1**
  Falmouth University 2021 - 2025

- **Level 3 Creative Media Production - Merit**
  Colchester Institute 2019 -2021

Projects:

Help My Cat Is An Eldritch God!

Dirty Shrimp Studios / **Product Owner & Scrum Master** / Sept 2024 - June 2025

- Headed agile.
- Interpersonal conflict resolution.
- Collaborated with an art heavy team.
- majority of in-engine implementation.
- Mentoring less experienced teammates.

Find out more: https://placatedpaladin.itch.io/help-my-cat-is-a-eldritch-god

Mythos

Digi-rat Games / **Lead Designer & Programmer** / Sept 2023 - June 2024

- Headed programming and implementation.
- Developed an ability system that worked alongside multiple choice dialog.
- Branched out into other fields to assist with the team pipeline.
- Worked closely with artists and writers to design the branching narrative.

Find out more: https://catmatcha.itch.io/mythos

Neot's Knights

Team 1-18 / **Level Designer & 3D Envo artist** / Jan 2023 - June 2023

- Developed Skills in Maya & Substance Painter.
- Designed levels for a top-down wave based hack-and-slash.
- Assisted with level development and implementation.

Find out more: https://bobkine.itch.io/neots-knight

Work experience:

Cannon Piling - **Welder & Fabricator** (Jan 2015 - Sep 2023)

- Management of Projects with deadlines
- Quality Assurance
- Ability to adapt to unexpected events
- Collaboration with adjacent fields