

# MICHAEL ANDERSON

EXPERIENCED GAME DESIGNER

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Multi-skilled designer drawn to solving ambitious problems. Owned and created various E3 demos, delivered greenlight presentations to studio executives, and helped launch new billion dollar IPs. Committed to establishing and maintaining healthy team culture - focusing on inspiring others, coaching junior designers, and developing hiring best practices.

level design - scripting - vector math - system design - environment art - storyboarding  
Maya - C-style scripting languages - C++ (beginner) - CG animation (beginner)

## WORK EXPERIENCE

### LEVEL DESIGNER

Valve Software | Seattle, WA

2021 – 2023

Created a variety of prototypes with my team focused on ambitious, never-before-seen gameplay for an unannounced project. Developed AI, player mechanics, and puzzles from scratch. Worked to refresh hiring/interview processes.

### SENIOR GAME DESIGNER

Respawn Entertainment | Los Angeles, CA

2017 – 2021

Initially hired as a single-player level designer for *Titanfall 3*. The role evolved as the project pivoted into becoming *Apex Legends*. [Portfolio link](#).

- Introduced AI into Apex with the *Bloodhound's Trials* town takeover. Adding AI started as a giant risk, but I worked with programmers to deliver a high-production experience in scope, on time, and expandable for future seasons.
- High level design, implementation, and additional art for the character select, loot box ceremony, and gun charm menus.
- Created several limited time events focused on teasing upcoming characters.
- Took simple prototypes of the Mirage Voyage and World's Edge Train and fleshed them out into their shipped versions.

### GAME DESIGNER

Infinity Ward | Los Angeles, CA

2015 - 2017

Created the greenlight presentation for *Modern Warfare* (2019) that was presented to ATVI executives. Then led a small team of designers working on the campaign levels that defined the tone and direction of the franchise. Received the responsibility after demonstrating an ability on *Infinite Warfare* to work under pressure and complete complex tasks with minimal assistance.

- On *Modern Warfare* (2019), directed the overall moment-to-moment gameplay of the *Piccadilly* mission, and was the sole designer of the now iconic *Clean House* until I left partially through development to work at Respawn. [Portfolio link](#).
- Owned various systems and level experiences in *Infinite Warfare*, including the firing range, operations map, most wanted cards, and more. [Portfolio link](#).

## LEVEL DESIGNER

Ready At Dawn | Irvine, CA

2012 - 2015

Hired as the first level designer on *The Order: 1886*. Established gameplay metrics, worked on the E3 demo, and crafted level blockouts for 2 chapters. [Portfolio link](#).

- Level designer for the *Mayfair* and *Whitechapel* chapters.

## LEVEL DESIGNER

id Software | Richardson, TX

2010 - 2012

First full-time job in the games industry. Learned how to work collaboratively with a team, as well as picking up multiplayer level design on the fly. Designers were also expected to be proficient at environment art, so learned the skills to be adept at blocking in compositions and taking them to final art. [Portfolio link](#).

- Level designer on single player *Rage* DLC, as well as the unshipped version of *Doom 4* multiplayer.

## ANIMATION APPRENTICE

Walt Disney Feature Animation | Burbank, CA

2009

6 month internship. Completed various hand-drawn animation tests while providing in-between drawings for the character *Mama Odie* from the film *The Princess and the Frog*. Realized the animation industry wasn't a good fit, and pursued a career in my true passion - video games. [Portfolio link](#).

## EDUCATION

### BFA CHARACTER ANIMATION

[California Institute of the Arts](#) (CalArts) | Valencia, CA

2008