

# MICHAEL S. LICHT

## SENIOR GAME DESIGNER

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### KEY QUALIFICATIONS

- Over 10 years experience designing and producing AAA Titles (8 completed games.)
- Lead Level and System Designer on the Medal of Honor Series
- Diverse background in art, level design, game system design, and project management
- Extensive experience in games design as well as production processes
- Design lead and manager of design teams of various sizes
- Extensive knowledge of many popular game development tools such as UnrealED3, Radiant, Unity 3D, and many more as well as most 3D packages such as 3DSMax and Maya.
- Extensive experience with video game outsourcing and management of external teams
- Masters in Architecture from Virginia Tech

### EMPLOYMENT HISTORY

#### **Heavy Iron Studios**

**June 2010 –**

Principle Designer and Lead Level Designer

I work directly with the design director on the overall game design systems while also working as the project lead level designer. I work hands on with the tools every day and with the team to find and maintain the high quality level we expect from our work.

#### **GameRonins Consulting, Los Angeles CA**

**2008 – 2010**

CEO

I started a small video game consulting company where I traveled mostly to China working with Virtuos Games as they began their transition from just outsourcers to co-developers. I initially ran level design workshops, but eventually I started to work nightly with their teams on two current games as an external design director. I frequently traveled back and forth to China to work hands on with the team to maintain the level of "connection" necessary in any external development process and developed a great relationship with that studio. Besides design, I also worked directly with production on scheduling and working with their US counterparts. During that time I also worked with Remedy on Alan Wake, with MindArk on the Entropia project, Creative Kingdom on their Entropia World, and several other consulting gigs. It was an exciting time...

#### **Electronic Arts, Los Angeles, CA**

**2003 – 2008**

##### ***Unannounced Project***

Lead Level Designer, Lead Gameplay Systems Designer, Design Producer

- Primary responsibilities included the design and prototyping of core gameplay systems as well as setting goals, tasking, tracking and working with the staff to "get it done".
- Participate in daily tracking sessions with senior directors and producers to chart cross-department progress.

##### ***Medal of Honor: Airborne***

Lead Designer (prototyping phase) & Lead Mission Designer

- Primary responsibilities included the initial conception and documentation of core game mechanics, leadership of initial prototyping of game features and initial design and implementation of the prototype "X" level.
- Lead responsibilities included defining game flow, objectives, layout, and all aspects of level design.
- Managed several different team sizes from 13 designers at once to several smaller teams of 8-10 through different phases of development.

***Medal of Honor: Pacific Assault***

Cell Design Lead

- Responsible for defining high level goals of several game levels and managing small teams of junior designers to complete the work.
- Produced 2D maps, beat documents and 3D massing as core direction tools.

**LucasArts, San Rafael, CA**

**1999 – 2003**

***Star Wars: Republic Commando*** (Unreal 2004 PC / XBOX)

Senior Level Designer & Environment Artist

- Milestone point person: A lead role where responsibilities included scheduling, task delegation, follow-up, and overall coordination and execution of milestone.
- Working closely with the design director on core gameplay mechanics.
- Helped develop core level design standards and perpetuate them to the team.

***Star Wars: Bounty Hunter*** (PS2 & GameCube)

- Worked closely with a Level Artist, giving direction and critique.
- Marketing survey placed some of my levels as "favorite level in the game."

***Star Wars: Galactic Battlegrounds*** (PC)

- Worked primarily as an environment modeler
- Designed, built and textured over 200 different buildings.

***Star Wars: Battle For Naboo*** (Nintendo 64)

- Designed several levels of the game as well as scripted gameplay

***Star Wars: Jedi Power Battles*** (Playstation 1)

- Designed several levels in the game
- Worked along side many other designers to help refine their levels.

**HOK Architects, San Francisco, CA**

**1996 – 1997**

Junior Architect

- Responsibilities included many aspects of commercial architectural design.
- Modeled several hi-res buildings for rendering purposes.

**EDUCATION**

**Virginia Tech WAAC, Alexandria, VA**

**1994 – 1996**

Masters of Architecture

- First student in the university to replace my drafting table with a CAD station.
- Helped establish the first CAD lab.
- Graduate thesis focused on 3D modeling and the design process.

**Florida A&M University, Tallahassee, FL**

**1990 – 1994**

B.S. Architecture

**Interviews, Articles, Lectures & Awards**

- [Gamasutra Article](#)
- [USC Kids Camp Lecture 1](#)
- [USC Kids Camp Lecture 2](#)
- [Prima Guide Airborne Interview](#)

- [Gametactics Interview from E3 2007](#)
- [Critic Reviews of MOH:Airborne Level Design](#)
- [TechTV Bounty Hunter Level Design](#)
- [UC Berkeley Lecture on Level Design](#)
- [USC Interactive Board Advisor for FLOW](#)
- [Making of Video MOH:Airborne](#)
- USC Game Design Workshop Advisor
- Game Design Lecturer for OTIS College
- Winner LucasArts Original Game Design Comp.
- Recipient Electronic Arts "Wings" Award

*References available upon request*