

MICHAEL S LICHT

SENIOR LEVEL DESIGNER

Single Player FPS and 3rd Person Action

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[Linkedin Profile](#)

KEY QUALIFICATIONS

- 15 years' experience as a level designer on various cinematic action FPS and 3rd person shooters.
- Experienced in single player and multi-player level design.
- Extensive experience scripting gameplay and cinematics with a multitude of different script languages
- Expert in various level design tools such as the Unreal Editor, GtkRadiant, Unity, Maya and more.
- Very skilled 3D environment artist in Maya and 3DSMax.
- Positive attitude and a team player.
- Masters Degree in Architecture which supports a strong level design process.

EXPERIENCE

UNIVERSITY OF SOUTHERN CALIFORNIA

January 2014 - Current

Professor of Level Design – Viterbi School of Engineering

As an adjunct professor of video game level design, I lead a class of enthusiastic under-grad and graduate students in the process and theory behind shooter/narrative level design. We focus mostly on FPS and 3rd person action shooters where we cover such subjects as;

- Practice the theory that level design is the physical manifestation of the game systems
- Taking a level from brainstorming through a final playable.
- Weaving in a narrative without breaking immersion.
- Designing meaningful combat encounters
- Balanced cover layout and enemy spawning rates
- Pacing encounters/activities to managing player burnout and maintain interest
- Analyzing level flow
- Designing meaningful choices
- Presenting your levels design and working with feedback
- Core elements of architecture and how to build REAL believable environments
- Using lighting and audio to direct the player and instill emotion
- Building in a narrative INTO a scene without dialogue, (What happened here?)
- And much more...

HEAVY IRON STUDIOS

June 2010 – November 2013

Senior Single Player and MultiPlayer Level Designer

Disney Infinity

Kinect Disneyland Adventures - Prototype

Family Guy: Back to the Multiverse (shooter)

- Managed a team of senior and junior level designer in two different titles.
- Designed and implemented the level development framework we used as a team
- Worked closely with the Design Director to convey high level vision the level designers

- After the single player level designs were far enough along, I was shifted to lead the Multi-player and challenge levels.
- Designed 8 different Multi-Player modes working closely with the engineering team on the new tech.
- Designed and scripted all challenges.
- Everything was done on time and to an exceptional level of quality.

VIRTUOS GAMES

August 2008 – March 2010

Lead Level Designer (remote) and Design Consultant on Two Shooter Titles

- Consulted on a Medal of Honor and Ghost Recon Title
- Original brought on as a consultant, I worked in house holding level design workshops, mentoring young designers and consulting with the producers on the level development process.
- Eventually I was brought on full time to be a remote level design lead on two shooter titles.
- Two – Three weeks in the US reviewing the designers work online through Skype, FTP, email and desktop sharing.
- Two weeks in China, doing desk reviews, working with the design leadership and producers.

ELECTRONIC ARTS (Los Angeles)

October 2003 – June 2008

Medal of Honor: Anaconda (Prototype name for the new MOH)

Lead Level Designer, Gameplay Systems Designer, Design Producer

- Established the level design methodology that would be used for the new game.
- Worked with a small team to design and prototype the new “X” level for Anaconda.
- Specified and balanced all new weapons
- Specified the balance between enemy fire rates, damage and the players health
- Designed the UI

Medal of Honor: Airborne

Lead Level Designer

- Initially responsibilities for the core conception, prototypes and specification of the game mechanics that eventually defined Medal of Honor Airborne.
- Helped lead the effort to design and prototype the core “X” level which was used as the benchmark for the rest of development.
- As a mission lead, I was responsible for a team of designers and artists (typically 10-12 people) as we designed and built the first three levels of the game.
- All levels designed in my team were completed on time and without any significant overtime.
- Managed and mentored several new designers
- Worked closely with the producers to establish the level design framework that we eventually used throughout production.

Medal of Honor: Pacific Assault

Level Design Cell Lead

- Responsible for a small team of designers on our specific levels in the game
- Designed and implemented several key levels including the Pearl Harbor levels
- Worked closely with young designers as a mentor

LUCASARTS

June 1999 – October 2003

Level Designer & Environment Artist

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

- Designed several of the initial prototype levels in the game.
- Milestone point person: A lead role where responsibilities included scheduling, task delegation, follow-up, and overall coordination and execution of milestone.
- Working closely with design director on core gameplay.
- Helped develop core level design standards

Star Wars: Bounty Hunter (PS2 & GameCube)

- Designed and built several key levels in the game.
- A marketing survey placed my levels as “favorite”.

Star Wars: Galactic Battlegrounds (PC)

- Worked primarily as a building designer.
- Designed, built and textured over 200 different buildings.

Star Wars: Battle For Naboo (Nintendo 64)

- Designed and scripted several levels of the game

Star Wars: Jedi Power Battles (Playstation 1)

- Level Designer

HOK ARCHITECTS

March 1996 – June 1998

Junior Architect

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

EDUCATION

Virginia Tech, Washington Alexandria Architecture Consortium, 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

- [Medal of Honor Making Video, Designing the Drop](#)
- [Mark Magazine Interview](#)
- [Prima Guide Interview](#)
- [New World Designer Interview](#)
- [Gamasutra Article](#)
- [Screen Savers](#)

References available upon request

[LinkedIn Recommendations](#)