

# MICHAEL S. LICHT

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## MICHAEL LICHT

## Senior FPS & 3<sup>rd</sup> Person Shooter Designer

### 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

### EXPERIENCE

#### CURRENT

##### **GameRonins Consulting**

**2008 – Present**

CEO Video Game Consultant

- Design and production consulting with studio all over the world.
- Consulting on all aspects of game design from levels to systems.
- Held game design workshops on many aspects of FPS game design.
- Work daily with the production staff to manage the team's goals and schedule
- Work directly with C Level executives on a weekly basis to manage and define expectations
- Travel frequently to abroad where I work hands on with the team
- Work nightly with teams as a remote design lead and production consultant

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

**2003 – 2008**

##### ***Medal of Honor: Anaconda (Pre-production)***

##### Lead Level Designer, Gameplay Systems Designer, Design Producer

- Primary responsibilities included the design and prototyping of core gameplay systems
- Defined the core level concepts and managed the level design team
- Worked partially in a production capacity setting goals, tasking, tracking and working with the staff to “get it done.”
- Participate in daily tracking sessions with senior directors and producers charting cross-department progress.

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

##### Lead Mission Designer & Systems 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.

- Management of several different team sizes ranging from, 13 designers at once to several smaller teams of 8-10, throughout different phases of development.

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

Cell Design Lead

- Responsible for defining the high-level goals of several levels, as well as managing small teams of junior designers.
- Produced 2D maps, design documents and 3D massing for use as core direction tools.

**LucasArts, San Rafael, CA**

**1999 – 2003**

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

Senior Level Designer, Environment Artist, Milestone Manager

- Senior level designer for many of the game levels during early production.
- Develop core-level design standards and perpetuate them to the team
- Milestone Manager: A production role where responsibilities included scheduling, task delegation, follow-up and overall coordination and execution of milestone. (typically related to level design)
- System design: Worked closely with the design director on the mechanics of core gameplay

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

- Senior level designer. Produced several of the levels in the game.
- Work featured on Tech TV, Screen Savers episode on game level design.
- 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

**Planet 9 Studios & Contract Work, San Francisco, CA**

**1998 – 1999**

Art Director

- Planet 9 is an online 3D content and rendering company.
- Responsibilities included content creation (mostly modeling real-time and hi-res architecture) and project management.

**SimScapes Interactive 3D, Los Angeles, CA**

**2006**

CEO Virtual Worlds Company

<http://www.simscales.com>

- This was a small company I founded to explore the idea of realtime 3D in Architecture.
- I designed a program that allows the user to walk around a “model home” and see material upgrade options in a realtime photo realistic environment.
- I specified the software, found and tested outsourcers, and then hired and managed these external contractors through the development process.
- This was a great experience in working with and managing external developers.
- The prototype won an award for VR from Quest3D.

**Simm Studios, San Francisco, CA**

**1997 – 1998**

Freelance Artist

- Freelance Artist: I had a small business modeling and rendering architecture for various architecture firms in the Bay Area.
- Schedules were always tight and I had to meet regularly with client managers to understand and meet their goals.
- I hired and managed several contractors to help me complete the work on time as necessary.

**HOK Architects, San Francisco, CA**

**1996 – 1997**

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

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*References available upon request*