



PRODUCER — DESIGNER

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www.BradMichael.com

EDUCATION

Entertainment Technology Center	[Aug 2007
Carnegie Mellon University, Pittsburgh, PA	-
Masters of Entertainment Technology	May 2009]
College of Charleston, Charleston, SC	[Aug 2002
B.A. US History, Studio Art	-
	May 2006]

EXPERIENCE

Producer/Designer- <i>WMS Gaming Project</i> - ETC CMU	[Jan 2009
- managed a six person student team developing a casino gaming prototype for an external client	- Present]
Content Designer- <i>Stargate Worlds</i> - Cheyenne Mtn. Entertainment	[May 2008
- implemented and iterated on class-specific missions for a AAA MMORPG	- Dec 2008]
- worked with Content Tech Team in smoketesting capacities	
Game Designer- <i>ARx Project/Game Design Class</i> - ETC CMU	[Jan 2008
- researched and applied game design techniques for one semester-long alternate reality game project and several short-term projects.	- May 2008]
Designer/Artist/Producer- <i>Building Virtual Worlds</i> - ETC CMU	[Aug 2007
- created concept, game play and aesthetic design, texture assets, and handled production responsibilities for five separate projects over the course of one semester.	- Dec 2007]
Director/Filmmaker- <i>Various Projects-</i> ETC CMU, CofC, Personal	[May 2005
- filled nearly every role from budget and funding, concept and storyboard to lighting, direction, camera operation, editing and post production.	- Present]
Technical Writer- <i>Hayes Group-</i> Charleston, SC	[Aug 2006
- researched and developed modular training manuals for a world-class property management firm remotely from a home office.	- Mar 2007]

SOFTWARE SKILLS

Photoshop, Premier, After Effects, Dreamweaver, Maya, Unreal Ed, Hammer, PowerPoint, Word, Excel, Outlook, Test Track Pro, Perforce