

MICHAEL BENAVIDES

Game Designer and Developer

EXPERIENCE

Game Designer

March 2024 – July 2026 | Paradoxum Games, Remote

- Design within a live-ops production pipeline for a successful ongoing Roblox game.
- Spearhead design discussions for new upcoming features and content.
- Collaborate closely with quality assurance on game balancing and new features for feedback.
- Review weekly analytics regarding game's performance.

Associate Game Designer

March 2023 – February 2024 | Supersocial, Remote

- Served as the dedicated economy and progression designer across all client games at the studio.
- Designed and developed brand driven games in small agile teams.
- Brainstorm and collaborate with creative team on upcoming client pitches.

Lead Game Designer

Sep 2021 - Dec 2022 | Wonder Works Studio, Arlington, TX

- Collaborated with other departments in a rapid pace game development pipeline. Reviewed work as needed.
- Brainstorm and coordinated with clients to design a game that surpasses their expectations.
- Managed the design department by providing feedback, guidance, and delegating the tasks of department members.
- Create and form game pitches for potential future client projects.

General Developer

Aug 2020 - Sep 2021 | The DevHouse Agency, Dallas, TX

- Developed alongside other programmers to ensure quality and bug free projects are shipped to clients.
- Programmed in Unity C# to create AR, VR, and mobile applications for contract projects.
- Creative problem solving and learning an understanding for debugging complex C# code.

EDUCATION

Bachelor Of Arts (B.A.) In Computer Game Design

May 2020 | University of Texas at Dallas, Richardson, TX



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SKILLS

- Excellent communication skills both verbally and visually through documentation.
- Experience working in fast-paced production pipelines.
- Proficient and experienced when working alongside multiple departments.
- Self-motivated and driven individual who takes pride and ownership of their work.

TOOLS

- Office Word
- Office Excel
- Adobe Photoshop
- Unity
- Unreal Engine 4
- Unreal Engine 5
- Roblox Studio
- GitHub
- Notion
- Perforce
- Maya
- Jira