MICHAEL BENAVIDES
Game Designer and Developer

EXPERIENCE

Game Designer
March 2024 – Present | 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

(832)-233-4531

mikeygamedev@outlook.com

https://www.michaelbenavides.net/

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