

MICHAEL BENAVIDES

Game Designer and Developer

COMMUNICATION



Mikeygamedev@outlook.com



832-233-4531



[Online Portfolio](#)



[LinkedIn](#)

EDUCATION

Bachelor Of Arts (B.A.)

Aug 2016 - May 2020

Computer Game Design
University of Texas at Dallas,
Richardson, TX

SKILLS

- Unity
- Unreal Engine
- Roblox Studio
- XR development
- GitHub source control
- Jira
- Notion
- Office 365
- Google Workspace
- Adobe Photoshop
- Cross-departmental collaboration
- Production pipeline
- Agile development
- Perforce
- Maya
- Jira
- Self-motivated
- Problem solving
- Organization

EXPERIENCE

Game Designer

March 2024 – July 2026 | Paradoxum Games, Remote

- Spearhead design discussions for new upcoming features and content.
- Collaborated with quality assurance on game balancing, new features, and integrating feedback for improvements.
- Reviewed weekly analytics to assess game performance, identifying trends and areas for enhancement.
- Designed within live-ops production pipeline, contributing to ongoing success of Roblox game.

Associate Game Designer

March 2023 – February 2024 | Supersocial, Remote

- Designed economy and progression systems for client games, enhancing player engagement and retention.
- Developed brand-driven games in small agile teams, aligning gameplay with client objectives.
- Brainstormed ideas with creative team on upcoming client pitches.

Lead Game Designer

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

- Led design department, providing feedback and guidance while delegating tasks to enhance team productivity and project quality.
- Coordinated with clients to design a game that exceeded their expectations, integrating their feedback throughout the process.
- Collaborated with departments in fast-paced game development pipeline, regularly reviewing work to ensure alignment with project goals.
- Designed game pitches to attract and engage potential clients.

General Developer

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

- Programmed in Unity C# to create AR, VR, and mobile applications for contract projects.
- Debugged and resolved complex C# code, enhancing project stability and reliability.
- Collaborated with programmers to deliver high-quality, bug-free projects to clients.

Quality Assurance Intern

Apr 2019 | Explosm Entertainment, Dallas, TX

- Coordinated with engineering team on testing goals for the sprint.
- Daily playtests to check in on fixed bugs and ensure stability of project.
- Report bugs and issues while providing detailed repo steps and footage.