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| Mike Heiberger  *System designer with a strong programming background seeks technical design position.* | 2672 Alden St #B  Salt Lake City, UT 84106  Cell: 702-468-4766  [michael.heiberger@gmail.com](mailto:michael.heiberger@gmail.com)  Portfolio: [mikeheiberger.weebly.com](http://mikeheiberger.weebly.com/) | |
| EDUCATION | | |
| **University of Utah** *Entertainment Arts and Engineering Master Games Studio*  MEAE Game Production | | Fall 2012 – Spring 2014 |
| **University of Nevada Las Vegas**  BS Computer Science | | Fall 2002 – Fall 2007 |
| PROJECTS | | |
| **Vinyl** | Spring 2013 – Spring 2014 | |
| *A dynamic indie music game that experiments with the aesthetic distance between gameplay and music.*   * System Designer and Team Lead for a team of 10 people. * Built using Unity3D, Pure Data audio engine, and publishing on Windows 7/8. | | |
| **Pencils Down** | (Paper Prototype, in Production) Spring 2014 | |
| *A game about seeing the world through a teacher’s perspective*   * Designing and prototyping a game about the difficulties of being an educator, using a persuasive game system * Recipient of the ESA LOFT Video Game Innovation Fellowship | | |
| **Rocket Duel** | (Digital Prototype) Fall 2013 | |
| *2D one-shot, one-kill fighting game about making deliberate decisions*   * Explores mechanic of controlling player movement and projectile movement simultaneously * Solo project built with the FlatRedBall XNA game engine, Glue visual editor, and Tiled map editor | | |
| **Gas Dash** | Summer 2013 | |
| *Educational forced-runner style web game for the National Energy Foundation, created using GameMaker*   * Designed and produced an educational game to meet a client’s expectations and needs * Created with three people in an extremely short time frame of two months | | |
| **Positive Interdependence in Game Mechanics Research** | | |
| * Researched and wrote a paper on the concept of positive interdependence in cooperative learning and how it applies to cooperative play in game mechanics. | | |
| **The NPC Dialogue** | | |
| * Cohost an Indie game podcast critically evaluating game mechanics and narrative, and how they relate. | | |
| **Analog Gamers Association** | | |
| * Co-founder of a game design club that examines the mechanics of non-digital games and how those can be applied to more simple and elegant design across all gaming mediums. | | |
| WORK | | |
| **International Game Technology**  *Product Assurance Engineer* | Oct 2011 – Aug 2012 | |
| * Performed in-depth black box and white box testing of casino video games. | | |
| **Gaming Laboratories International**  *Test Engineer* | Jan 2009 – Oct 2011 | |
| * Managed and aided in the efficient testing of numerous games simultaneously between multiple test engineers. | | |
| SKILLS | | |
| * Well versed in the OOP programming paradigm using C/C++ and C# * Working knowledge of scripting languages such as Lua and Actionscript * Experienced using the Agile development process as well as related software, such as Hansoft and Asana | | |