

Mike Heiberger

System designer with a strong programming background seeks technical design position.

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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