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Objective

To use my years of experience in the competitive gaming to design and develop balanced, competitive, entertaining maps and game play features.

Projects

- **War_KnockDown (Gears)**
Gears of war map specifically made for iGames.com 2007 2v2 tournament. I have recently added a new section to allot for the new 4v4 tournament. Currently in the 4th iteration to create a balanced non-symmetrical map.
- **DM_Industrial_District (UT3)**
A 12 player rooftop death match map. Situating the layout so that it can be easily converted to a Warfare game type.
- **Defend Your Castle (Torque)**
Working with a team of 8 as a designer to create a 3D port of the flash game Defend Your Castle. Different upgrades and FPS/RTS style combat has been added to enhance playability.
- **DoD_Fallen (DoD)**
Day of Defeat map used in the 2nd and 3rd Caleague.com competitive season.

Skills/Qualifications

General

- Strong instinct for design, game play composition, and what makes games fun.
- Good communication skills for articulating creative concepts and core game play definition.
- An avid gamer that is at the forefront of the competitive community.

2d

- Skilled with Photoshop to rapidly create prototypes/top downs
- Great understanding of map layouts and how space/LOS is used in a gaming atmosphere.
- Experienced with Anark user interface design software.

3d

- Experienced with advance 3d animation software, namely Maya.
- Experienced with multiple game development suites (Unreal Editor, Hammer, Sandbox)

Experience

- **Turn 10** – Forza 3 (360)
STE – User Interface and Game Play Feature Owner
- **Rare** – Viva Pinata (PC)
STE Game Play Feature Owner
- **Fasa Studio** – Shadowrun (PC/360 cross platform)
STE – Profiles Feature Owner
- **Activition** – Call of Duty: Big Red One
STE