Resume

Michael Charles How

UK
Leamington Spa
AU & EU PASSPORT HOLDER

Websites:
http://mrhow.co.uk
https://uk.linkedin.com/in/mrhow

T: +447518714611
Mrhowdesigns@gmail.com

Lead Designer and Manager

High Level Output:

■Worldwide Number 1 Titles ■ Team Training and Mentoring ■ Conceptualizing and Pitching Idea's ■ Innovative Environments ■ Team Building, Tasking and Organisation ■ Design Direction■ Tool Development

TECHNICAL SKILLS

"Michael is more than just a fantastic level designer - for those responsible for project scheduling, Michael is a dream to work with." - Heidi Stapleton, Producer

Proficient in:

- Radiant
- Google - Sketch-up
- Unreal
- Snowdrop
- Adobe Photoshop CS
- Premiere CS
- Jira
- Confluence
- Maya
- Excel
- Perforce
- Visio
- Havoc

Production Output:

- Pitching
- World Building
- Narrative
- Coaching and Management
- Team Creation/Shaping
- Technical Design Documentation
- LD tool Improvements

PROFESSIONAL REFEREES

Stephen Honneger –Art Director – Activision
Details on request

Nathan Thomas
Art Director
Details on request

"Michael is a very focused, selfless, and skilled Designer. He is great at nailing the brief, while staying true to the overall concept, or pillars of the game." – Richard Foster - Producer

"Michael is extremely approachable and brings a happy vibe to any team he's on. He is capable of writing/designing both core game systems and game levels to a high level of quality, and is a designer that is always looking for the edge to produce the best experience possible." – Daniel Hooley, Lead Designer

Garry Napper
Game Director
Details on request

Ben Fernaux
Design Director - Activision
Details on request

SHIPPED TITLES

Call of Duty –Lead Level Designer/Expert Level Designer
Division 2 – Lead Level Designer
Halowars2 – Lead Level Designer/Interim Design Director
Sniper Elite 3/4 - Lead Designer
Transformers Universe - Snr Level Designer
Happy Feet 2 –Snr Level Designer
GameRoom - Xbox live arcade/Windows phone– Game Designer
Blade Kitten - Xbox live arcade – Snr Level Designer
CloneWars Republic Hero's: Xbox360.Ps3.Wii - Level Design
CloneWars LighsaberDuels: Wii -Level Design
Hellboy Science of Evil: Ps3.Xbox360 - Level Design

"The best boss encounter in the game so far." – IGN – Tidal Basin Boss fight – Division 2

QUALIFICATIONS:

DIPLOMA IN MULTIMEDIA
Gold Coast Institute of TAFE
Graduated 2002

"Michael is easily one of the best Level Designers I've worked with in the past 5 years. He is always able to come up with original ideas, with the paramount goal being to create fun gameplay" – Theron Miles, Programmer

Lead Level Designer – Call of Duty – Sledgehammer Games
England and Australia **March 2021 - Current**

- Created and lead the Melbourne MP team
- Recruited internal and external hires to create a balanced and effective MP team
- Scope management for all the MP Melbourne LD team and balancing deliverables and risks
- Mentoring and coaching team members studio wide
- Creating MP maps for Call of Duty Vangaurd MW3,Warzone and Blops 7
- Working with other experts to identify and create critical guidelines for the team
- Working with various experts across departments to shape MP systems and modes
- Developing Radiant tools to further LD efficiency
- Creating workshops with a focus on team development
- Defining the vision for MP content in collaboration with Directors

Lead Level Designer – Division 2 – Massive Entertainment
Malmo - Sweden **July 2017-January 2021**

"Michael is a dedicated and hard working designer with a skill set that transcends both design and level design." – Mark Hurst, Level Designer

- Providing feedback to the level design team to deliver levels that are best in class
- Creating guidelines for multiple facets of the game to deliver a consistent and cohesive vision for all missions
- Updating and improving the encounter guidelines that form the baseline for combat
- Updating Mission design document templates
- Developing and improving the snowdrop tools to improve quality of life for the team
- Working with the AI team to refine and improve the AI behaviours and AI setup methods
- Working directly with the directors' group to deliver their vision of the game to the level design teams
- Handling mission rework with care and consideration to fail forward and stay agile
- Developing, mentoring and coaching the team on the various principals of design
- Spear heading Rational Level Design in the Main Missions
- Designing and Introducing new Main Mission encounter types
- Designing Open World and Main Mission gameplay elements

Lead Level Designer –Halo Wars 2 – Creative Assembly
Horsham - West Sussex - UK **February 2015 – Feb 2017**

"Able to face the various hurdles of game development and capable of working under pressure, with Mike it's always about what can be done, and not what can't." – Kevin Harrison, Lead Designer

- Working as the Interim Design Director over a 12-month period to maintain cohesive leadership
- Defining the metrics of the game with a focus on unit path finding for large armies.
- Leading the team meetings, recruitment and providing feedback and training to various staff
- Defining the departments milestone definitions
- Executing publisher feedback with the design department
- Creating unique gameplay hooks and designs for SP and MP mechanics
- Building a strong publisher relationship with 343i working in Seattle and in Horsham
- Establishing and driving the core pillars of the game to focus internal processes
- Training the Level Design and Env team on space and form in RTS development
- Recruiting specialist design disciplines team wide
- Providing paint-overs or editing geometry for the whiteboxes in both SP and MP
- Creating MP and SP map layouts and greybox geometry
- Refining the script template system ensure cohesive working practices
- Working with the narrative team and Blur to ensure the cut-scenes supported the gameplay

Lead Game Designer - Sniper Elite 3/Sniper 4 - Rebellion
Oxford - Oxfordshire - UK **January 2013 – Feb 2015**

- Managing a team of 16 designers spanning 2 studios
- Tailoring environments to emergent sniper and stealth 3rd person cover shooter gameplay
- Owning and developing the GDD and submission candidates for the new PS4/Xbox
- Training staff and developing their skills as designers and level designers

- Developing structure and cohesive working processes for the team
- Spear heading the vision for the Sniper Elite product and delivering on every milestone
- Pushing for AAA quality on a tight budget and pitching the game at PR events like E3
- Identifying staff strengths and balancing the teams' abilities to avoid bottle-necks
- Promoting a culture of information sharing and cohesive working practices
- Developing and monitoring the gameplay beats of the entire game to ensure the product and levels varied, whilst still championing the core pillars of the IP
- Monitoring workflows and scripting techniques as well as logic setup to ensure consistent working practices
- Delegating and tasking work across the studios whilst ensuring production input on any new work
- Working with the narrative designer and cutscene department to craft a detailed and compelling story arc

"Mike is a legend designer. He's one of those guys that can join any project at any step in the cycle, get along with everyone and design some of the most interesting and fun set pieces the game has." - Chris Fowler, Senior Programmer

Senior Level Designer/TDLD - Transformers Universe - JAGEX
Cambridge - Cambridgeshire UK **April 2011 – January 2013**

- Designing environments and missions for uniquely class specific gameplay. T
- Tailoring content to MMO architecture with a focus on a AAA quality bar
- Creating and maintaining the Wiki for Level Design on TFU
- Leading tools design and implementation for the new in-house editing tool
- Training other level designers in the in-house editor use, as well as Maya, Sketch-up and pipeline processes
- Using sketch-up to create highly detailed encounter overviews
- Balancing and tuning game mechanics and features
- Working with HR and starting to implement the Level Design Training program
- Managing staff and creating overview documentation to bring entire MMO zones and environments online for both Stellar Dawn and TFU

Senior Level Designer -Happy Feet 2 - KMM Games

Fortitude Valley QLD **July 2010 – April 2011**

- Transitioning from the remnants of Kromestudios after it dissolved to their final console team with KMM
- Moving the project to a modular level design pipeline
- Prototyping and implementing gameplay mechanics
- Training other level designers in the in-house editors use
- Creating detailed grey box environments in Maya
- Balancing and tuning the gameplay mechanics with the coders
- Creating and maintaining a design reference for new level designers

Level Designer – Krome Studios

Fortitude Valley QLD **July 2006 – April 2011**

- Utilising the in house editor to create blockouts and scripting levels in a Lua based script.
- Being actively involved in the design of games on console and phone
- Moving into either level design or design roles on a project needs basis after training in both roles
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