



MICAH
WITT

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PROFESSIONAL SUMMARY

Portfolio: [Micahwitt.website](https://micahwitt.website)

A highly motivated and multifaceted game developer. Well-versed in all aspects of producing in-demand games with thorough cross-departmental communication. Ensures deliverables with tight deadlines meet expectations and are on time. Utilizes the study of 30+ years of personal gaming experience to develop addicting and immersive gameplay for casual to expert gamers.

EXPERIENCE

Product Owner (Game Design) - Remote
Bullieverse INC | London, England

March 2022 - Current

- Responsible for the overall direction, coordination, implementation, execution, control, and completion of projects. Work closely with executive leadership and project owners to define scope, goals, risks, mitigate risks, and manage stakeholders
- Managed and supervised the development of 3 (PC/Mobile) game titles utilizing an in-house team of 6 front end programmers, 2 back end, 8 2D artists, 3 3D modelers, 1 animator and 2 level designers in Unreal Engine
- Expertly provided regular user feedback to the development team based on play-testing, both during game development and post-release, providing QA patches to result in a 92% game satisfactory rate
- Spearheaded the creative direction of desktop and mobile applications for 2 stand alone titles throughout their entire development; inspiring the aesthetic, feel and playability for long-term development
- Devised, updated and executed game design documents to present to investors and use as a foundational and strategic guide for design team
- Lead concise communication workgroups between product organization, engineering and business partners
- Provided regular user feedback to the development team based on play-testing, both during game development and post-release, providing QA patches to result in a 92% game satisfactory rate
- Coordinated development of multiplayer server networks utilizing Amazon Web Services (AWS) to create seamless lobby and invite systems for cooperative and social interactive gaming experiences
- Utilized and outsourced departments to continue in the development of UI, Audio, Visual effects and story telling.

- Audited final QA revisions within Unreal Engine to verify launch readiness and assist in asset management/organization

OSP (Outside Plant) Project Manager

Facility Solutions Group | Pflugerville, TX

October 2020 - March 2022

- Implemented project delivery from initiation to deployment for several major initiatives simultaneously
- Communicated with project team members or subject matter experts to define project scope, goals, resource requirements, timelines, and deliverables
- Monitored and reported project progress to stakeholders, identifying risk points and proposing solutions or appropriately escalating issues that jeopardize the success of the project to leadership as needed
- Drafted operations and analyzed potential changes to maximize coordination efficiency
- Provided on-site leadership for project team by building and motivating team members to meet project goals, adhering to their responsibilities and project milestones
- Led operations through hiring of qualified individuals in order to meet business demands
- Participated and/or drove feasibility studies, vendor selections and proposals for evaluation by appropriate key stakeholders
- Saved budgets across several million-dollar contracts to maintain a minimum of %20 GP

Telecom Engineer

GW Communications | ROUND ROCK, TX

February 2019 - April 2020

Independent Developer

Micah Witt | Los Angeles, California

March 2012 - March 2020

Game Design

- Developed Zombie Stole My Teddy: Developer, lead artist, and visionary for child-oriented mobile action survival application "ZSMT" using Unity
- Developed Sohei: Lead animator, sound engineer, writer, programmer, and project coordinator for platform adventure Flash game
- Developed Survivor Z: Lead conceptual artist and animator for 3D project using the Torque engine

Telecom Technician

AT&T/Verizon | Los Angeles, CA

September 2011 - February 2019

SKILLS

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| • Enthusiastic leader in the gaming industry; passionate creator | • Experienced game balancer: prototype development: gameplay optimization: post-launch support | • Ability to adjust products based on player feedback to maximize user experience: risk management |
| • Exercised new feature deployment strategy: project documentation (GDD) building | • Curator of artwork design concepts: UX implementation: quest series development | • Microsoft Office, Trello, Bluebeam, Adobe Suite, C++, Actionscript, Unity, Unreal Engine 4.27-5.2 |

EDUCATION

Bachelor of Science - Video Game Design
Collins College, Phoenix, AZ

January 2009