

MICAH WITT

Game Designer & Developer

Round Rock, TX 78681
512.293.0653
micahwitt@gmail.com
micahwitt.website

PROFESSIONAL SUMMARY

Mobile game designer and developer with 30+ years of gaming experience and a hands-on record building AI-powered content pipelines, designing retention-focused engagement loops, and shipping titles across casual, kids, and mobile platforms. Currently building an autonomous AI game studio pipeline integrating LLMs, image generation, and n8n automation workflows alongside an active mobile game in Godot 4. Proven ability to own projects end-to-end, prototype rapidly alongside engineering teams, and thrive in fast-moving, high-ownership environments.

EXPERIENCE

Independent Game Developer

March 2012 – Current

- Building Junkyard Survivors: a mobile auto-shooter roguelite in Godot 4 designed around escalating engagement loops — XP progression, scripted shop encounters, loot drops, and a Sudden Death endless mode that drives session extension through stacking difficulty
- Architected and actively developing an autonomous AI game studio pipeline integrating Claude (LLM), Leonardo.ai (image generation), Seedance (video/animation), Soundraw (AI music), n8n automation workflows, GitHub, and Qdrant — generating game-ready assets and content at scale
- Developed Zombie Stole My Teddy: solo developer, lead artist, and designer for a child-oriented mobile action-platformer in Unity — handled full production including character design, animation, gameplay systems, and monetization strategy
- Developed Zohei: solo designer, animator, sound engineer, and programmer for a browser-based action-adventure — built all art, music, and gameplay systems independently from concept to completion

Product Owner – Game Design (Remote)

March 2022 – Sept 2023

Bulliverse INC | London, England

- Led end-to-end development of 3 mobile and PC game titles, managing a cross-functional team of 6 front-end engineers, 2 back-end engineers, 8 2D artists, 3 3D modelers, 1 animator, and 2 level designers in Unreal Engine
- Designed and iterated on retention mechanics and engagement loops across titles; built playtesting feedback pipelines that delivered a 92% player satisfaction rate post-launch
- Spearheaded creative direction for 2 standalone mobile titles — defining aesthetic, feel, progression systems, and long-term playability to maximize retention and session length
- Designed monetization strategy including in-app purchases, consumables, and live event reward structures; balanced pay-to-win elements against free player experience
- Authored and maintained game design documents (GDDs) used to align engineering, art, and executive stakeholders; coordinated outsourced UI, Audio, VFX, and narrative departments
- Coordinated multiplayer server infrastructure on AWS for seamless lobby and cooperative session systems; audited final QA revisions in Unreal Engine prior to release

OSP Project Manager

Oct 2020 – March 2022

Facility Solutions Group | Pflugerville, TX

- Managed simultaneous delivery of several major infrastructure projects; defined scope, timelines, resource requirements, and risk mitigation plans with cross-functional teams

- Maintained 20%+ gross profit across multi-million dollar contracts through budget discipline and operational efficiency

Information Technology Technician (Tier I)

Dec 2023 – Present

Central Health | Austin, Texas

- Provide Tier I technical support across hardware, software, and network systems; document resolutions and escalate complex issues to specialized teams

SKILLS

- AI content pipeline development
- n8n automation workflows
- Mobile game design (casual, kids, family)
- Godot 4 (GDScript)
- Cross-functional team leadership
- LLM integration (Claude / GPT-4)
- AI music generation (Soundraw, Suno)
- Retention mechanics & engagement loops
- Unity (C#) & Unreal Engine 4.27–5.2
- Amazon Web Services (AWS)
- Image & video generation (Leonardo.ai, Seedance)
- Qdrant vector database
- Live ops & monetization strategy
- Rapid prototyping & GDD authoring
- Adobe Suite & Microsoft Office

EDUCATION

Bachelor of Science — Video Game Design

January 2009

Collins College | Phoenix, AZ