

Michael S. Lounsbury

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<https://mikelouns348.github.io/Portfolio/>

SUMMARY

Versatile mobile Game Designer with experience including; Product Management, System Design, Game Design, Prototyping, Scripting, Balancing, and Economy Design.

WORK EXPERIENCE

Revolving Games, San Francisco, CA

February 2022 - July 2025

Senior Game Designer

I served as the Senior System and Combat Designer for the War of Nova team.

War of Nova – a 4x real time strategy game utilizing a combination of Web2 and Web3 elements.

- Combat and System Design
 - Stat definitions and interaction
 - Combat functionality on large and small scale battles
 - Combat mechanics and unit interaction
 - Stat Distributions
 - Proposal and spec writing
- Game Balance and Economy
 - Hero Design (Ships)
 - Officer design (Gear)
 - Strike Craft Design (Troops)
 - Stat generation and balance
 - Resource Generation balance

Cloudcade, San Francisco, CA

Nov. 2019 – Feb. 2020

Senior Game Designer

Our studio opened a new office in China to take over the production of Shop Heroes Legends. I was transferred from the Card Brawl Project to Lead Designer on Shop Heroes Legends during the transition and I was responsible for spec writing for feature design on some of the remaining features. Much of this game was already designed and in production when I was brought onto the project.

Shop Heroes Legends – Sequel to Shop Heroes, a Crafting centric city builder

- Feature Design and Spec Writing
 - Generic Hero Creation and stat assignment
 - Re-design of Hero Building and its Hero Ownership Mechanics
 - New PvP system design
 - PvP Hero Ability Design
 - Bulk Order System
 - Hero Borrowing System
 - New Boss Battle and System design
- UI and Wireframing

- Designed basic outlines for UI and Wireframes as a framework for Art team

Status Effect Games, San Francisco, CA (Subsidiary of Cloudcade)

Jan. 2019 – Nov 2019

Product Manager and System Designer

Status Effect Games was created to take over the Card Brawl project, a game previously under development by Cloudcade. I continued in my role as the Product Manager for Card Brawl under Status Effect Games, where the team began to rebuild the project from a PvP focused game to a strictly PvE game. While guiding the game design and product direction, I am also working as the team's System Designer, while managing an additional Game Designer.

Card Brawl: Dungeon Slayer – Mobile Dungeon Crawler Card Collector
(Second iteration of Card Brawl: Duel of Champions)

Responsibilities include:

- Rapid prototyping
 - Paper prototyping
 - Existing Asset Incorporation
 - Board
 - Units
 - Spells
 - Tower Mechanics
 - Adaptive design
 - Create new systems that favor PvE content but also align with existing assets
 - Repurpose existing tech to accommodate the new game direction
- Data redesign to accommodate new parameters of the game
- Economy design and balance
- Managed 1 full-time game designer
- Made decisions on core gameplay mechanics
- Collaborated with each member of the team to bring the design to action
- Spec writing for all new features, and redesign of all existing features

Cloudcade, San Francisco, CA

Jun. 2017 – Dec. 2018

Product Manager and Senior Game Designer

Hired as a system and game designer, I was responsible for designing a tactics-based card collector. After some time in development, the team decided to pivot the game and I took over as product manager while continuing to perform duties as a system designer.

Card Brawl: Duel of Champions – Board-based tactics game focusing on card collection and level up.

Responsibilities include:

- All system design
 - Leveling systems
 - Gear and crafting
 - Reward distribution
 - Economy design and balance
- All core game design (within the directed parameters)
 - Card mechanics (abilities and interactions)

- Board mechanics
- PvP Systems and ladders
- Product management
 - During a transition phase on the team, I took over as Product manager
 - Created game prototype to explore alternative game designs

Rumble Entertainment, San Mateo, CA

Jun. 2016 – March. 2017

Game Designer/Lead Character Designer

Hired as a game and character designer responsible for the creation and balance of all characters in the hero collection game ***Alliance: Heroes of the Spire***

- Given lead on character development and creation
- Responsible for overall game balance, including boss and dungeon balance, level difficulty, hero ability balancing, and subsequently PvP balance
- Maintained the games, heroes, addressing all character-related bugs and the creation of new heroes using XML

Kabam, San Francisco, CA

Sept. 2015 – Feb. 2016

Game/Systems Designer

Hired as a game designer and content creator to design missions and characters for mobile action RPG ***Star Wars: Uprising***. Focused on writing content for missions, as well as new character creation, character background information, and general writing.

- Was given the lead on a revamp of the tutorial system.
- Worked on game systems for in-game gear and weapons distribution as well as reward payout balance.
- Tasked with creating a merchant system allowing players to exchange goods and purchase new equipment.
- Tasked with content creation for secondary mission system.

PlayNext, San Jose, CA

Apr. 2014 –Apr. 2015

Game/System Designer

Worked as a game and system designer on several projects.

- Performed revenue-driven event creation, game balancing, new card creation, and card stat generation, as well as a mechanic and feature design for mobile card battle game ***X-Men Battle of the Atom***.
- Responsible for systems, statistical and level design; data generation; character leveling mechanics and stat increase rates; damage calculations; and, game balancing and tuning for ***Nova Smash***.

SKILLS

- Product Management
- Systems Design in Excel and Google docs
- Game Documentation and Spec writing

- Game Design in Unity and UDK
- Mechanic Prototyping in C# and Unity
- Modeling and rigging in Maya; sculpting in Mudbox, texturing and UI design in Photoshop and Illustrator

EDUCATION

The Tech Academy, Online Coding Boot Camp

- Game Development and Coding

Academy of Art University, San Francisco CA

- Masters of Fine Art, Game Design 2013

Notre Dame de Namur University, Belmont CA

- Masters of Public Administration 2006

Colorado State University, Fort Collins, CO

- Bachelors of Arts, International Studies 2003