

# MICHAEL WAN

GAME DESIGNER



## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. in Computer Science (GPA: 3.33) Fall 2017  
Relevant Coursework: Graphics, Video Game Design and Development, Linear Algebra, Algorithms, Security , Networking, Database Systems, Artificial Intelligence, Data Structures, Concepts in Computing with Data , Machine Structures, Discrete Math and Probability Theory



## EXPERIENCE

### HIGH MOON STUDIOS

Senior Associate Technical Designer 2025-  
Rapidly design and implement new content for seasonal updates on Call of Duty: Warzone. Maintain high quality scripting practices and standards, and write concise documentation for our content.

### NAUGHTY DOG

Game Designer 2021-2023  
Owned end-to-end design and scripting of large-scale gameplay systems for a live service project. Worked across disciplines to iterate on high fidelity game systems, interactions, and mechanics. Coordinated closely with art and layout to develop and maintain levels utilizing my systems. Built dashboards to collect and analyze data to inform design decisions.

### ME!

Independent Game Developer 2020 - 2021, 2024  
Full time development on independent projects.

### AMAZON

Software Development Engineer II 2017- 2020  
Designed and implemented a logging infrastructure on the Amazon Digital Goods team with Java and AWS. Created a database and integrated it with a UI to visualize the data. Engineered passive monitoring solutions to analyze the health of the internet from a customer's perspective. Ingested and processed large quantities of data and alarmed on internet availability patterns. Worked with Spark and various AWS services like EMR, Lambda, S3, Kinesis, DataPipeline, and SQS.

### HEROKU

Software Engineering Intern 2016  
Contributed fixes and updates to the Heroku Dashboard application, working mainly with Ember and Ruby. Designed and implemented features for Team Overview for Heroku Teams, an interface aggregating relevant metrics into a single space. Conceptualized ideas to drive metrics for the new product.

### STROLL HEALTH

Software Engineering Intern 2016  
Fixed and added features to the physician portal, using Angular, HTML, and CSS. Collaborated with a small group to continue improving the application for consumer use.

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## LANGUAGES, TOOLS, FRAMEWORKS, ENGINES

Unreal

Perforce

Unity

Git

Java

Photoshop

Python

AWS

C/C++

Unix

C#

HTML/CSS

SQL

Javascript

Ruby

Office Suite

R

Tableau



## PROJECTS

### MAHJONG 2

Tabletop Simulator, Python, Unreal

A party deck-builder spin on the classic game of Mahjong. Built in TTS with a companion Python web-app for rapid testing and iteration while being developed in Unreal. Simple at its core, Mahjong 2 remixes the base ruleset of Mahjong and introduces more chaos, strategy and excitement. WIP.

### RUNNING BECAUSE I'M SCARED

Unreal

A quick jam project made over the course of a week with a friend. Horror themed infinite runner with a twist - you must look behind you to stay alive. Collect items to aid in your escape.

### ULTRALIFE

Unreal

A fast-paced rail shooter designed to be played with a light gun. Play as a detective and wield a variety of weapons and magic to uncover a corporate conspiracy in a futuristic magic world. Focus on high-octane, intuitive gameplay with a magical twist. WIP.

### KINETIC

Unreal

A 2D movement platformer where you grapple, dash, and wallrun your way through obstacles and enemies as quickly as you can. Focus on flow and precise, snappy controls. Currently proof of concept with demo levels.

### PHOTORGANIZE

Python

A CLI that organizes and modifies batches of photos based on different properties recorded in EXIF data: image type, ISO, aperture, etc, automating separating and sorting images into different directories.

### GROCERY SPLIT

HTML&CSS, Ruby on Rails

A web app that manages lists of items and prices within groups. Facebook account linking is integrated allowing a quick setup and a simple way to find and invite friends.