Michael Kleinbriel

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EDUCATION

Michigan State University | East Lansing, MI   May 2026
Bachelor of Arts, Games and Interactive Media
Minor: Game Design and Development
GPA: 3.954, Honors College, Dean's List 2022 – Present

EXPERIENCE

Resident Assistant | MSU REHS | East Lansing, MI   May 2026
- Managed a Co-Ed floor of ~40 freshmen, fostering an inclusive community
- Acquired skills in crisis management and response; received the *Excellence in Duty, Crisis, and Care* award
- Conducted RA candidate interviews

Undergraduate Teaching Assistant | MSU College of Engineering | East Lansing, MI   August 2023 – July 2025
- CSE TA for CSE 102, Algorithmic Thinking and Programming
- Co-led classes of ~30 students and supported 1000+ students via Piazza
- Helped teach non-CS majors programming fundamentals with Python
- Prepared students for assessments and facilitated all quizzes and exams

QA, Designer, Design Director, Club President | MSU Spartasoft Studio | East Lansing, MI   August 2023 – Present
- QA for Tomb for Two; helped present and design QoL features for the game
- Player Designer, Narrative Designer, and Level Designer for Sneak Easy and Market Mayhem
- Design Director for Goose Genie and Grave; led the Design team, ensured production milestones were met
- Club President for one Semester; restructured studio into a new and more sustainable format

PROJECTS

Producer, Designer for Spell Forge, MI 497   June 2025 – Dec. 2025
- Hand-picked the team to ensure fast development and that the game's developmental needs are met
- Work closely with team members to ensure their work shines and that development goes smoothly
- Shared progress with faculty and team members to ensure that all deadlines are met
- Fleshed out the game's combat, enemies, and environments

Producer, Designer, Systems Programmer for Instructions Unclear, MI 455   March 2025 – May 2025
- Producer for Instructions Unclear; ensuring that the overall vision and goals are met by required deadlines
- Designed the player controls, combat, building mechanics, maps, and all game systems (weather, crafting, etc.)
- Programmed the systems for weather, crafting, interactables, game modes, and menus

Design Director for Grave, Spartasoft Studio   May 2024 – January 2025
- Collaborated with the other Design Director to prototype, flesh out, and make documentation for the project
- Coordinated with other disciplines and their directors to ensure that the game was progressing smoothly
- Led a talented team of 9 Designers and performed quality checks on their work
- Created weekly schedules to ensure that the Design Team met all deadlines

Blender Renders, Models, and Animations, Personal   February 2017 – Present
- Self-taught Blender starting around February 2017 and have been using it for personal and school-related projects
- Developed a short film to summarize the Lord of the Flies Novel for an Honors English class
- Created multiple renders for school projects and for personal use online
- Designed models for personal game projects

ACTIVITIES & HONORS

Michigan State University Spartasoft, Member   August 2022 – Present
Michigan State University Spartasoft Studio, Member   August 2022 – Present

Dean's List   2022 – Present
REHS Excellence in Duty, Crisis, and Care   2025
    Awarded to RAs that have shown great expertise in duty response and recording
MSU AI Club - Most Involved Member   Fall 2022 – Spring 2023
Serendipity CAS Scholarship 2023-2024
MSU Community Club Endowed Scholarship
Harvey Dawson Experiential Scholarship
Spartan Achievement Scholarship
Michigan Resident Scholarship
Otteman Family Memorial Scholarship
11th Annual IB Learner Profile Reward
International Baccalaureate Diploma

SKILLS

Software: Unity, Unreal Engine, Blender, Houdini, Adobe Substance Designer, Davinci Resolve, Microsoft Office, Trello

Programming Languages: Python, C#, Java, C++

People: Leadership, Management, Crisis Management