

# Michael Kleinbriel

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## EDUCATION

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**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

**West Ottawa High School** | Holland, MI

International Baccalaureate

GPA: 4.34

## EXPERIENCE

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**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

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**Producer, Designer for Spell Forge, MI 497**

June 2025 – Present

- 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**

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**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

West Ottawa Student of the Month

**SKILLS**

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**Software:** Unity, Unreal Engine, Blender,  
Davinci Resolve, Microsoft Office**Programming Languages:** Python, C#, Java, C++**People:** Leadership, Management, Crisis Management

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