

# Michael Macleod - PC and Console Games Developer

Portfolio: [www.michaelmacleodportfolio.com](http://www.michaelmacleodportfolio.com)

Email: [michaelmacleod01@hotmail.com](mailto:michaelmacleod01@hotmail.com)

Mobile: 07753 865

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## STUDIOS & PROJECTS

Lead Designer at Team Junkfish, Dundee, Scotland

Nov 2018 to Present

### **Monstrum 2** (Developed with Unity for PC)

- An asymmetric survival game where four Prisoner evade a Monster on a procedurally generated Sea Fort
  - Manage the design team, plan and run project development along with other department leads
  - Responsible for the overall gameplay design, player progression and backend economy planning
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Designer at High Voltage Software, New Orleans, Louisiana

Apr 2015 to Feb 2018

### **Damaged Core** (Developed with Unreal 4 for VR)

- Part of a design team responsible for creating the first commercially released first-person-shooter in VR
- Spearheaded the development of a seamless train mission running at 90FPS while avoiding motion sickness

### **Internal Prototypes** (Developed with Unreal 4 and Infernal)

- Did Level Design and Scripting work on two internal IPs
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Designer at Crytek, Nottingham, England

Oct 2013 to Jul 2014

### **Homefront: The Revolution** (Developed with CryEngine for PC, PS4 & XboxOne)

- Responsible for the development of the games hub world and various mission locations
  - Planning work for the campaign missions, order of character interactions, gaining new items, etc
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Level Design Contractor for Frictional Games, Remote

Oct 2012 to Mar 2013

### **SOMA** (Developed with HPL Engine for PC & PS4)

- Created underwater natural levels as well as derelict shipwreck interiors
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Designer at Darkside / Ghost Punch Games, Fort Lauderdale, Florida

May 2010 to Oct 2018

### **Borderlands Series** (Developed with Unreal 3 for PC, PS3, Xbox360 and then VR)

- Worked on DLC for the original Borderlands, Borderlands 2 and Borderlands: The Pre-Sequel
- Created a hub level, npc pathing and interactions, cinematics, combat encounters and a final boss fight
- Drew over 80 overhead UI maps on three different borderlands titles and developed a more efficient workflow
- Several years later assisted with the adaptation of Borderlands 2 maps into a virtual reality remaster

### **Spec Ops: The Line** (Developed with Unreal 3 for PC, PS3 & Xbox360)

- Created two of the multiplayer six maps, developed sand avalanche mechanics and other environment traps
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Level Scriptor at Ignition Entertainment, Gainesville, Florida

Nov 2009 to Apr 2010

### **Reich Downfall** (Developed in Unreal 3 and intended for PC, PS3 and Xbox360)

- Assigned to a strike team responsible for greyboxing several campaign levels and various gameplay mechanics

## EDUCATION

Florida Interactive Entertainment Academy, University of Central Florida      Sept 2008 to Nov 2009

**Masters Degree in Interactive Entertainment**

University of Abertay Dundee

Sept 2004 to Jun 2008

**Bachelor's Degree (Hons) in Games Production Management**