

MICHAEL SURYA

GAME DESIGNER | michaelsurya.com | mike_pman17@hotmail.com | GUELPH, ON

SKILLS

- AI & Gameplay (3C) Design
- Proven Design Documentation
- Team Leadership
- Effective communication and interpersonal skill in collaborating with creative, tech and production teams
- Problem Solving and Attention to Detail
- Microsoft Excel, Power Point, Word, Visio, Photoshop, Perforce

EXPERIENCE

01/2023 to Current **Lead Game Designer**

Torn Banner Studio – Toronto, ON

- Overseeing the creation of delivery of content on Chivalry 2
- Manage design team including mentoring junior game designer in the team
- Overseeing the high level vision and prototype of a new IP

08/2021 to 12/2022 **Lead Game Designer**

Behaviour Interactive – Toronto, ON

- Create high level vision and help with the pre-conception for a new IP
- Manage and lead design team, conducting 1-on-1, performance review and provide design direction

04/2012 to 07/2021 **Team Lead Game Designer**

Ubisoft Toronto – Toronto, ON

Far Cry 6

- Lead AI Design Team and few programmers to conceptualize and prototype AI archetypes and new gameplay elements

Watch Dogs 2 (XBOX ONE, PS4, PC)

- Design AI brain and behaviors for dogs, robots and ambient animal archetypes that populates the living city environment
- Design 3C (Character, Camera and Control) for the new Spider Tank feature
- Create, Test and Iterate the Mission and UI Flow for Invasion of Privacy Features

Tom Clancy's Splinter Cell Blacklist (XBOX 360, PS3, PC)

- Design the control and the UI elements for SMI (Strategic Mission Interface) for PC port
- Design the SMI minigame Gone Dark Missions and Rogue Agent in Spy Vs. Mercs mode
- Assist codev partner in designing the Spider-Bot Mobile Companion App for iPhone and Android (Spider-Bot, Steath-Bot, Strike-Bot)

- Assist codev partner in designing the Community Website

11/2011 to 03/2012 Lead Game Designer

Big Viking Games – London, ON

Fish World (IOS & Facebook)

- Analyze user feedback and social metrics to adjust game play and design
- Create UI workflows and design screen wireframes
- Work with project leads, developers and artists during the implementation of ideas
- Balance and analyze/design complex game economies

03/2011 to 11/2011 Lead Game Designer

Gameloft Toronto – Toronto, ON

Texas Poker For Prizes - Online Hold'em Action (iOS)

- Conceptualization and in-depth development of the game
- Documentation, Game balancing, integration of multimedia elements (texts, images, sounds and videos).
- Maintain a strong communication with the different department leads (Producers, creative directors, art directors, technical directors)
- Keep all documents of the project updated and maintain regular updates of all design aspects of the game for an overall quality
- Explore new game ideas. Research and development, participate to market studies and propose new game concepts/ideas.

06/2009 to 03/2011 Game Designer

Tecmo Koei – Toronto, ON

Warriors: Legends of Troy (XBOX 360, PS3)

- Designed the flow of boss battle using the pre-existing assets
- Implemented the action and AI dynamics for the boss fight using in-house development tool
- Designed and implemented AI squad army and one on one generals fight
- Collaborated with the scenario designers to create a good gameplay flow in the boss fight and the correct level of difficulty

Dynasty Warriors 5 Special (PSP - Japan Only)

- Created and modified 3D model assets to improve draw distance in Shin Sangoku Musou 5 development using XSI Production
- Captured screenshots for manual and press release
- Conducted the testing for quality assurance purpose.

EDUCATION AND TRAINING

Bachelor of Science: Computer Science

Western University – London, ON, Canada