

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
- Unreal Engine 5

EXPERIENCE

- 02/2025 to Present** **Game Director**
A9 Interactive – Vancouver, BC
- Define conception and creative direction of a new brand IP for untitled Kung Fu Game
 - Handle hiring logistics, production and studio operations
- 02/2025 to 12/2025** **Lead Combat Designer**
Brass Lion Entertainment – Montreal, QC
- Define direction and execute the vision of gameplay for Wu Tang Rise of the Deceiver
 - Manage a combat design team and oversee the quality of gameplay team
 - Implement prototype of gameplay concept
- 01/2023 to 12/2024** **Lead Game Designer**
Torn Banner Studios – 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 gameplay for No More Room in Hell 2
- 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 co-development partner in designing the Spider-Bot Mobile Companion App for iPhone and Android (Spider-Bot, Stealth-Bot, Strike-Bot)
- Assist co-development 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).
- Keep all documents of the project updated and maintain regular updates of all design aspects of the game for an overall quality

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 purposes.

EDUCATION AND TRAINING

Bachelor of Science: Computer Science

Western University – London, ON, Canada