

# MICHAEL SURYA

---

GAME DESIGNER | [michaelsurya.com](http://michaelsurya.com) | [mike\\_pman17@hotmail.com](mailto: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

- 09/2016 to Current**    **Professor**  
**George Brown College** – Toronto, ON  
- Teaching Game Design Fundamental and Game Production Classes
- 08/2021 to Current**    **Lead Game Designer**  
**Behaviour Interactive** – Toronto, ON  
- Create high level vision and help with the pre-conception for a new IP
- 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 updated all documents of the project 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