Mikala A. Little

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OBJECTIVE
- To create compelling, efficient designs that engage and enchant players.

PRIMARY DEVELOPMENT SKILLS & SOFTWARE
- C#, Lua, JavaScript, Python, HTML, CSS
- Unity, Maya, Unreal, GameMaker, Photoshop, Illustrator, ZBrush, Spine, Premiere Pro, After Effects, Perforce, ProTools, Logic Pro

PROFESSIONAL EXPERIENCE

343 Industries, Redmond, WA   **September 2017 – Present**
Game Designer
Halo Infinite (Xbox Series X, Xbox One, PC)
- Combat designer for several spaces, scripting and implementing enemy layouts and general behavior.
- Designed and implemented level layouts for a wide range of primary and secondary spaces across the game.
- Designed, scripted, and implemented several gameplay concepts that later became fully-fledged features.
- Worked closely with art, narrative, audio and sandbox teams to ensure all disciplines were serviced.
- Created design, theme, and experience documents for studio-wide dissemination and edification.

Black Tower Entertainment, Seattle, WA   **October 2013 – April 2017**
Designer | Co-Founder
Iron Vice (Web)**;** *Atom's Eve* (Web)**;** *Realm X* (Web)
- Primary designer, level designer, artist, and composer for multiple projects, managed a team of 6 contract artists, and leveraged design and management experience for three shipped games.
- Created a breadth of art for all titles, including 3D and 2D models, rigging, and animation, as well as environment art and visual effects.
- Lead game design across all titles, which included creating all level layouts and system designs for each game.
- Created and implemented most in-game audio and composed upwards of 20+ tracks across all titles.
- Provided additional scripting support for all titles, including feature implementation and progression tuning

Wire Labs, Seattle, WA   **August 2013 – April 2014**
Artist
Talio (iOS, Android)
- Designed and illustrated dozens of emoticons, stickers and promotional works for an instant messaging app

Quadstreaker, Seattle, WA   **Summer – Winter 2013**
Designer/Artist
Quadstreaker (iOS)
- Designed and created art for a real-world exploration game/social platform

Gas Powered Games, Seattle, WA   **Summer 2012**
Artist Intern
- Artist and animator on unannounced video game project (PC)
- Created assets in Photoshop, ToonBoom 2 and Flash, as well as helped develop an art pipeline

LACHINA Publishing Services, Cleveland, OH   **Summer 2011**
Developer Intern
- Designed, programmed and implemented interactive models, graphs, and mini-games into a mobile learning platform for use on iOS and android mobile devices

EDUCATION

Case Western Reserve University, Cleveland, OH   **2009 – 2013**
- B.A., Computer Science
- Studio Arts and English minors