

# Mikala A. Little – Game Designer

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## **DEVELOPMENT SKILLS & SOFTWARE**

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- ❖ C#, Lua, JavaScript, Python, HTML, CSS
- ❖ Unity, Unreal, GameMaker, Photoshop, Illustrator, Maya, Premiere Pro, Perforce, Jira, ProTools, Logic Pro

## **PROFESSIONAL EXPERIENCE**

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**Bungie Inc.**, Bellevue, WA

January 2022 – Current

Senior Game Designer

**Destiny 2: Lightfall/The Final Shape** (PS5, Xbox Series X/S, PC)

- ❖ Design owner for the “Liminality” strike activity. Created all encounters and mechanics, as well as level design for all combat spaces. Established new playtest paradigms to test historically underplayed modes.
- ❖ Design owner for several features across both expansions, including both solo, fireteam, and public-focused activities, while emphasizing coordination between all disciplines to ensure a cohesive, comprehensive experience across all content.
- ❖ Was tapped multiple times to assist other designers in delivering their content, requiring adaptation to different projects and their needs, expectations, and goals.

**343 Industries**, Redmond, WA

September 2017 – January 2022

Gameplay/Level Designer

**Halo Infinite** (Xbox Series X/S, Xbox One, PC)

- ❖ Design owner for several key locations/events across the game. Established enemy composition, behavior, and reinforcement logic. Implemented narrative, audio, and persistence scripts.
- ❖ Designed and implemented level layouts for a wide range of primary and secondary spaces across the game. This included gray-boxing, terrain manipulation, and creating/scripting interactive objects.
- ❖ 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.
- ❖ Provided additional scripting support for all titles, including feature implementation and progression tuning
- ❖ Created and implemented most in-game audio and composed upwards of 20+ tracks across all titles.

**Gas Powered Games**, Seattle, WA

Summer 2012

Artist Intern

- ❖ Artist and animator on unannounced video game project (PC)
- ❖ Created assets in Photoshop, Illustrator, ToonBoom, and Flash, as well as helped develop an art pipeline.

## **EDUCATION**

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**Case Western Reserve University**, Cleveland, OH

2009 – 2013

- ❖ B.A., Computer Science
- ❖ Studio Arts and English minors