

# Mikala 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 / The Edge of Fate*** (PS5, Xbox Series X/S, PC)

- ❖ Design owner for a breadth of content, including multiple campaign missions, the “Liminality” strike activity, and open world activities, among others. Authored encounters, mechanics, and level design for all combat spaces.
- ❖ Primary feature owner for secrets and collectibles across all 3 major expansions.
- ❖ Established new playtest paradigms to test historically underplayed modes.
- ❖ Frequently tapped to assist other teams across both annual and seasonal releases, requiring rapid adaptation to different projects and design paradigms.

**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 encounter 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 two 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