

# MIKE HARVEY

Level Design | Technical Artist | Developer

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## Profile info

Focused on creating immersive gameplay experiences through innovative design and development. Experienced in leading projects from concept to completion, collaborating across disciplines, and optimizing workflows to ensure high-quality outcomes. Adept at tackling complex challenges in game systems, asset integration, and iterative development, bringing a balance of creativity and technical expertise to every project. Passionate about pushing the boundaries of interactive entertainment and delivering engaging player experiences. Creator of new worlds.

## Experience

### ■ 2024 - Present Game Designer Full Sail University

- Developed and led the creation of a game from concept to completion, collaborating closely with cross-functional teams including designers, and artists.
- Defined game systems and mechanics, ensuring seamless integration of assets and functionality.
- Utilized Unreal Engine for rapid prototyping, level design, and debugging.
- Managed project timelines and workflows using Agile methodologies, maintaining clear communication across departments to ensure on-time delivery.
- Conducted playtesting and quality assurance to refine gameplay and enhance the player experience.
- Delivered a polished, fully functional game while demonstrating leadership and technical expertise throughout the project lifecycle.

### ■ 2023 - Present Dryer Vent Wizard Technician

- Performed professional dryer vent cleaning, installation, and repairs for residential and commercial clients.
- Diagnosed and resolved issues related to dryer vent systems, ensuring optimal airflow and safety.

### ■ 2019 - 2023 Hulu Viewer Experience Advocate

## Education

2022 - 2024 | Full Sail University

Bachelors of Science - Game  
Design

Game Design, Game Systems, Game engines &  
Middleware

2014 - 2015 | Virginia Peninsula  
Community College

Undergrad

Engineering Studies, AutoCAD, Inventor Pro

## Skills

- Game Design
- Game Systems
- Game Engines & Middleware
- Asset Integration
- Level Design
- Blockout
- Rapid Prototyping
- Quality Assurance
- Play Testing
- Debugging
- Scripting
- Scrum/Agile/Waterfall  
Development

## Reference

Gayle Chong Patrick

Dryer Vent Wizard

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## languages

- English