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**Technical Skills:**

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| --- | --- |
| **Game Design**   * System Design, Implementation, and balancing * Physical and Digital Prototyping * Public Playtesting, feedback collection and iteration * Scripting in C# | **Software**   * Unity * Visual Studio * Audacity, Reaper * Testrail, JIRA, Confluence * Slack, Trello |

**Projects**

[**On The Flip Side**](http://mgooch.com/portfolio/on-the-flip-side/)– Android **January 2019 – March 2020**

**Design/Art/Audio/Scripting**

* Designed all core gameplay elements such as the player upgrade loop, enemy attack patterns, game modes and score systems.
* Conducted public playtests, in which feedback was collected, parsed and tracked to implement changes to the project, improving gameplay loops and better communicating systems to the player.
* Assisted in scripting responsibilities with the lead programmer, adapting to best practices and implementing systems in C# such as obstacle behaviour, UI transitions, and boss attack behaviour.
* Lead the project as a creative director, which also lead to designing all the art (obstacle sprites, animations, stop motion photography, UI), audio, music, store front and website content.

[**Gokstad: Norse Strategy**](http://mgooch.com/portfolio/gokstad-norse-strategy/)– Android  **2016 – 2017**

**Design/Scripting/UI**

* Wrote the C# scripts for all the main mechanics and systems. This includes State Machine AI, Google online network multiplayer, board generation and game mode rulesets.

**Work & Education**

**Square-Enix West**

**Senior Automation Scripter February 2020 – Current**

**Marvel’s Avengers**

* Wrote automation scripts using an internally developed tool to more efficiently test and collect data, saving potentially hundreds of hours in department overhead for other testing tasks.
* Lead a small team of other scripters and test validators, which involved distributing daily tasks, managing sprints and communicating with leaders to structure testing goals.
* Updated and maintained documentation to better onboard new members, communicate best scripting practices and provide clarity to non-scripting staff.

**QA Tester August 2017 – February 2020**

**Life is Strange: BtS || Just Cause 4 || Tomb Raider Trilogy (Stadia)**

* Identified, documented and reported functionality bugs with tools such as JIRA and Testrail to create clear and concise reproducible steps for developers.

**University of Manitoba**

* Bachelor of Arts: Major in Psychology, Minor in Film 2013