

Michael Gooch

www.mgooch.com || michael@mgooch.com || [linkedin.com/in/mgooch0190](https://www.linkedin.com/in/mgooch0190)

Technical Skills:

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 – 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 – 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