

Mitchell F. Wolfe

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Work Experience

ENCOUNTER DESIGNER | RESPAWN

ENTERTAINMENT

JAN 2022 TO FEB 2025

- Worked on *Star Wars Jedi: Survivor* to create engaging and challenging enemy encounters within the *Star Wars* universe
- Designed fights to be fun to play through, to be of an appropriate difficulty, and to showcase game mechanics in novel and interesting ways
- Scripted NPC and enemy behavior to create memorable narrative and world-building moments
- Collaborated with other departments such as level design, writing, and animation in order to bring these moments to a AAA level of quality
- Grew from doing spot-fixes and encounter passes of small areas to authoring entire levels' encounter design
- Supported bug fixes in post-launch updates
- Worked on *an unannounced title*, leading the encounter design efforts on several levels
- Wrote many pitches and design documents to help establish the new game's identity

DESIGN INTERN | VICARIOUS VISIONS AND ACTIVISION

JUNE 2020 TO AUG 2020

- Worked under the level design team of *Tony Hawk's Pro Skater 1 + 2* designing prototype 3D skatepark and new multiplayer modes in Unreal Engine

Education

MASTER OF SCIENCE | UC SANTA CRUZ

GAMES AND PLAYABLE MEDIA | SEPT 2019 – MAR 2021

- Focus on game development including level and systems design
- Used various engines and programming languages to develop over ten games, including *Knot Me!*, my group's capstone project
- Designed the levels and gameplay mechanics of *Knot Me!*, a 3D action-adventure game meant to explore the intricacies and important nuances of romantic relationships

BACHELOR OF SCIENCE | UC SAN DIEGO

COGNITIVE SCIENCE | SEPT 2012 – SEPT 2016

- Specialization in *Human-Computer Interaction*
- Courses were in areas such as general computer science, neural networks, human-centered design, and user-interface design

Other Project Experience

GAME DEVELOPMENT

- *Intersection Adventure* – Lead Designer (Team of 5, Winter 2020) Worked in conjunction with California School for the Blind to develop a serious game designed to train blind youths to orient themselves through their environments
- *Jamboree: A Role-Playing Party Game* – Creative Director (Team of 5, Spring 2020) Created a collaborative online role-playing party game made to be played through in under 15 minutes

WRITING ON GAMES

- *Served as Super Jump Magazine's Editor-At-Large from April 2017 to October 2019* Contributed articles about gaming including opinion and news pieces (over 100,000 reads) and regularly achieved the rank of "Top Writer" in Medium.com's "Gaming" category

PODCASTING

- *Telling the Tale, Super Jump Podcast, The Kongversation, PAL Keys, others* – (Typically in teams of 1-3) Created podcasts from the ground up with listenership in the 1000s and regularly co-hosted and guest-starred on others

Skills & Abilities

- *Level, systems, encounter, narrative, and mechanics-based game design*
- Outlining clear and detailed design documents
- C++, C#, Lua, Java, and Visual Basic among other programming languages
- Experienced in both Unreal Engine and Unity
- Fluent in working within the Perforce and Github methods of version control
- Database normalization and using SQL and NoSQL-based storage architecture
- Familiarity with designing for the Amazon Web Services cloud system
- Practiced in confidently speaking for large crowds
- Ability to quickly learn new programming languages and development software

