

Michael Bunning

Summary

An enthusiastic and ambitious games designer with nine years' industry experience. Strong creative skills with experience in narrative design, world building (through collectibles, environmental storytelling etc.), level and encounter design and dialogue creation. Strong interpersonal and project management skills. Enjoys meeting new challenges by applying problem solving and creative skills gained from many facets of world leading games, and creative content publishing businesses.

Achievements

Ninja Theory

Ninja Theory is a leading independent UK games developer, producing innovative, largely original IP games for global release.

Junior Designer – Cambridge

06/2011 – 10/2014

- Ensured Vertical Slice was delivered on time by working closely with Gameplay Director on world and narrative design for unannounced action title; writing audio logs, newspaper clippings and other collectibles; writing NPC barks and dialogue. Designed and rapidly iterated level layouts, combat encounters and puzzle/stealth gameplay sections with appropriate documentation.
- Met pre-production milestones on *Disney Infinity 3.0* playsets by producing GDDs, mission flow diagrams and level layouts.
- Ensured the release of *Disney Infinity 2.0* was on time by rapidly designing and implementing missions based on briefing notes from Avalanche Studios team, using Avalanche's internal development tools and Autodesk Maya.
- Produced level and combat encounter designs for *DmC: Devil May Cry* and *Vergil's Downfall* DLC. Implemented character and weapon upgrade shop for *Vergil's Downfall*.

Senior QA Technician

04/2009 – 06/2011

- Took responsibility for creating and maintaining test plans and other QA documentation.
- Led focus test sessions with members of the public on *Enslaved: Odyssey To The West* to ensure gameplay and mission design met the development team's targets.
- Assisted in team management by interviewing candidates for Junior QA Positions.

DoubleSix Games

10/2010 – 05/2011

DoubleSix Games were a subsidiary of Kuju Entertainment, developing a mix of licenced and original digital download games.

Writer/Narrative Designer (unpaid role)

- Supported pre-production phase of development of space combat game by fleshing out story concept and writing mission, item and ship descriptions.
- Ensured audio and animation production milestones were met by producing and rapidly iterating cutscene and in-mission dialogue.
- Worked closely with lead designer on world building, wrote backstory, mission briefings, objectives and collectibles.

Free Radical Design

2008

Free Radical Design were a British studio best known for *Timesplitters* series and *Second Sight*

QA Technician

- Ensured that builds of *Star Wars Battlefront III* and *Haze* were bug-tested for functionality purposes on multiple consoles and PC

2K Games

2006 – 2007

2K Games are a leading developer and publisher of both original IP and licenced properties.

QA Technician

- Ensured that multiple titles on many different platforms were released on time by performing both functionality and certification testing.

Rare

2005 – 2006

Rare are a British studio producing original IP games for Microsoft consoles.

QA Technician

- Ensured that two Xbox 360 launch titles were released on time by performing functionality testing.

Qualifications

BA (Hons.) English Literature (2.1)
University of Hull

4 'A' Levels
Blackpool Sixth Form College

10 G.C.S.E.s A*-C grades
Cardinal Allen High School

Interests

Outside of work/study I enjoy reading and writing fiction, surfing, cycling and skiing. I'm a dedicated gamer, enjoying all game types, but particularly narrative driven games