

Mike Wuetherick

Shipped Titles

Boomtown Takedown
(PC | Super Mega Awesome Games)

Space Shooter
(Android | Super Mega Awesome Games)

Truck Off Road Racing
(Web / Facebook / PC / Mac | Helios Interactive)

GameCore 3D Engine
(Gekido Design Group / Helios Interactive)

MetaJets : Extreme Turbulence
(PC / Mac | Gekido Design Group, Cookie Jar)

Tiger Woods : PGA Tour 2006
(Brew Mobile | Gekido Design Group / EA)

Beyond Virtual 3D Engine
(Gekido Design Group)

Reality Factory 3D Engine
(Gekido Design Group)

Skills

Client Platforms:

- Windows, Mac, Linux, Brew, Android, Nintendo DS, Xbox 360

Programming:

- C++, C, C#, .NET, PHP, Javascript, ActionScript, CSS, SQL, MySQL
- Gameplay Mechanics, AI Design & Implementation
- UI Design & Implementation

Design:

- Game Design & Documentation
- Single & Multiplayer Gameplay Design & Implementation
- Level design & Layout
- Mission Design & Game Balancing
- Scripting, triggers & logic design

2d Art & 3D Modeling:

- Environments, Vehicles & Characters
- Model, UV & Animate in 3ds Max
- Texturing with Photoshop & Illustrator

Business & Production Management

- Team Mentorship
- Scheduling / Production Management
- Publisher Relations / Concept Pitches

Software

Design

Adobe Photoshop
Adobe Illustrator
Adobe Dreamweaver

Game Engines

Unity 3d

3D Modeling

Autodesk 3ds Max
Motion Builder
Crazy Bump

Multimedia

Adobe Premiere
Adobe After Effects
Avid Pro

Programming

Visual Studio
MonoDevelop
Flash

Audio

ProTools
SoundForge
CuBase

Address

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Experience

Super Mega Awesome Games (2011-2012)

Position: CEO / Director

www.supermegawesome.com

Shipped Titles: Space Shooter, Boomtown Takedown

Position: CEO / Producer

Responsibilities: Game design & implementation,
Creative direction, Game Design & implementation

Helios Interactive (2009-2011)

Position: CTO / Producer

www.heliosx.com

Shipped Titles: Truck Off Road Racing, SpyWarz, GameCore 3D

Position: CEO / Producer

Responsibilities: Technical direction, client relations,
team management, game design & implementation

Gekido Design Group (2003-2009)

Position: CEO / Producer

www.gekido.ca

Shipped Titles: Tiger Woods, GameCore 3D, Beyond Virtual,
Reality Factory, many Serious Games Simulations

Position: CEO / Producer

Responsibilities: Product & project management, business development,
client relations, technical direction, design & implementation

Pacific Audio Visual Institute (2006-2007)

Position: Game Design Instructor

www.pacificav.com

Responsibilities: Designed 2 year game design curriculum, hired instructors,
taught majority of 1st year courses, mentored students

Art Institute of Vancouver (2004-2006)

Position: Game Design Instructor

www.careercolleges.ca/Art_Institute/campus_burnaby/

Responsibilities: Taught all aspects of game design & production, including
game mechanics, level design & prototyping

Awards & Publications

2005- Top 5 Up and Coming New

Media Companies in BC

<http://newmediabc.com>

New Media BC selected Gekido Design Group
as one of the Top 5 up and coming new media
companies in BC.

3D Game Creation

No Programming Required

<http://www.delmarlearning.com/charlesriver/>

Contributing Author: 3 Chapters

'Getting Started with Reality Factory'

Personal Tidbits

- Play multiple instruments (guitar, bass,
drums, vocals, trumpet)
- Enjoy throwing myself out of perfectly
good airplanes (with a parachute mind you)
- Recorded / Produced multiple albums professionally
- Had multiple videos in rotation on Much Music

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