



# P Michael Norris

## Video Game Designer

Console • PC

### Contact

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### Profile

I have been designing video game content and systems for seven years, and I have been an avid tabletop and video gamer since I can remember. My background as an environment artist is reflected in my designs through a set of personal tenets that bring worlds to life and deepen player immersion.

### Experience

#### Content Designer (Marvel Heroes) 2012-2017 Gazillion Entertainment

- Designed all aspects of story mission (pathing, objectives, characters, dialogue, rewards, etc)
- Acted as point person for world encounter design and population
- Designed levels and hubs - from whiteboard to white box to final deliverable
- Led endgame design effort for daily missions, raids & events
- Wrote and maintained design documentation and road maps

#### World Designer (City of Heroes) 2011-2012 Paragon Studios

- Spearheaded population and encounter design for City of Heroes
- Wrote character & mission dialogue
- Designed public zone events
- Designed interior / exterior playspaces and hubs

#### Mission & Level Designer 2010-2011 Wayforward Technologies

- Designed missions and puzzles, and created item art for Silent Hill: Book of Memories
- Designed levels and mechanics for Happy Feet 2
- Created & optimized level art for Centipede: Infestation

### Technical Skills

Unreal Engine 4	●	●	●	●	●
Unity 5	●	●	●	●	●
3DS Max	●	●	●	●	●
Adobe Photoshop	●	●	●	●	●
Microsoft Excel	●	●	●	●	●
Google G Suite	●	●	●	●	●