

Michael Woltmann

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SUMMARY

Creative, open minded, and detail oriented Game Designer with 4+ years of experience in a creative and deadline-driven environment. Shipped 2 games to major game market places and contributed to the development of 3 games that are still in development. Has worked within teams of varying size ranging from Run Games LLC (15-20) to Vicarious Visions (200+). Looking to craft something truly inspiring with other passionate people. Has a weird obsession with CRT Televisions, believes we should return to 480p with a 4:3 aspect ratio.

PROFESSIONAL EXPERIENCE

Game Designer | Run Games LLC

July 2022 - May 2025

Football Heroes League (2025) - [Game Designer](#)

- Constructed 3D levels in support of matches with variable player count in physics based sports game.
- Scripted and implemented alternative multiplayer gamemodes in accordance with creative director's vision.
- Calculated and implemented the in-game economy and player reward systems.
- Designed and prototyped the active abilities and ultimate abilities of the initial 5 free characters.
- Crafted the daily and weekly player quest system to reward players for continuous play.

Unannounced AAA Adventure Game (2023-2024) - [Level Designer](#)

- Level Design Specialist supporting a major AAA contract.
- Designed levels and level mechanics to fit the creative director's vision.
- Collaborated with technical designers and engineers to create level objectives.
- Delivered animated level cinematics by collaborating with cinematic artists.
- Utilized Unreal Engine's sub-levels to organize level collision, art, audio, and lighting.
- Created enemy encounters for several difficulty levels, using a proprietary toolset.
- Designed and prototyped DLC level content.

Unannounced VR Adventure Game (2024) - [Hero / Level Designer](#)

- Designed and balanced playable character abilities in a proprietary VR engine.
- Balanced all gameplay elements to function across both major user platforms (VR & Desktop PC).
- Constructed 3D spaces for player combat, cooperative exploration, and social interaction.

Studio Program Manager | EGD Collective

November 2025 - Present

- Coordinates weekly hybrid programming for 100+ students, ensuring reliable scheduling, communication, and engagement.
- Manages systems for tracking deliverables, milestones, and attendance to maintain smooth program operations.
- Facilitates conflict resolution among student teams, promoting a collaborative and inclusive environment.
- Organizes outreach to external professionals and schedules guest speakers.
- Provides individualized advising on portfolios, career readiness, and professional communication.
- Delivers weekly workshops on workplace skills, time management, and professional development.

Level Design Intern | Vicarious Visions

June 2020 - August 2020

Tony Hawk Pro Skater 1 + 2

- Conducted extensive quality assurance testing on the "Create-a-Park" custom level creator game mode.
- Prototyped DLC multiplayer game modes and playable levels using Unreal Blueprints and in game level creator.
- Learned industry standards for Unreal Engine blueprinting while prototyping new features.

Unity Instructor | theCodersSchool

April 2022 - July 2022

- Private Unity instructor for 1-on-1 review and development instruction sessions with students.
- Accelerated students Unity projects with design feedback, critique, and programming assistance.
- Created several template projects for the younger students to base their work from.
- Ensured every student passed the class, finishing with a fully playable demo of their game.

Creative Director | The Biggest Slice

May 2022 - Present

- Developing a top down roguelike game for PC with deck building and heavy character customization elements.
- Currently leading a team of 2-4 developers in content creation in the Unity Engine.

Course Manager / Teacher | Game Builders Academy

April 2017 - July 2021

- Generated template game development projects in Unity for *VR Game Design* course (Quest 2).
- Wrote and instructed curriculum for *eSports and Thoughtful Gaming* and *Photoshop and Image Editing* courses.
- Instructed *3D Modeling / Printing* course teaching students how to export, render, and animate (Cinema4D/TinkerCAD).

SKILLSET

- | | | | |
|-------------------|-------------------|-------------------------|---|
| • Unreal Engine 5 | • Adobe Photoshop | • Git / Version Control | • Systems Design |
| • Unity / C# | • Adobe Premiere | • Jira | • Combat Design |
| • Autodesk Maya | • Adobe Acrobat | • Office Suite | • 1 st / 3 rd Person Shooters |
| • Blender | • Hammer Editor | • Level Design | • 3D / 2D Platformers |

EDUCATION

2017-2021

Champlain College - Bachelors in Game Design