

Mike Ratto

mrindeed.com

Game Developer

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Objective

To advance and use my skills as an artist, animator, and game designer for creating exciting and believable worlds.

Relevant Work Experience

PlayEveryWare, Redmond, WA (**Artist / Animator / Game Designer**) 2009 – Current

Power Defense

3DS & DSi Ware title

Technical Skills Used:
Flash, Photoshop,
Premiere, Nitro, SVN

- Created visual style, animations, UI, and designs with portable hardware limitations
- Built mythos for humorous multigame expanded universe
- Communicated design ideas visually between art and programming teams
- Consolidated all sprites and assets into appropriate sheets for Nitro usage

Unannounced Titles

Multiplatform

Technical Skills Used:
Flash, Photoshop,
Premiere, Nitro, SVN

- Created design mock ups and documents for publisher pitches
- Managed outside contractors locally and remotely
- Made pitches and acquired clients for contracts
- Headed all art and animation direction for projects

Melty Games, Los Angeles, CA (**Artist / Game Designer**) 2012 – Current

Rad Hotel by Radisson

IOS & Android

Technical Skills Used:
Flash, Photoshop,
Illustrator, Unity, SVN

- Designed core game mechanics and flow
- Established look and feel with client specifications
- Successfully met clients active user goals in half the time
- Balanced gameplay to meet clients expectations

Rouges

IOS & Android

Technical Skills Used:
3DS Max, Photoshop,
Premiere, SVN

- Worked on game concept and rules of play
- Created character and prop concept art, animations, and low-poly 3D models
- Developed story, plot, and narrative
- Geared development toward F2P design

Storycraft Workshop, Lafayette, CA (**Instructor / Event Planner**) 2010 – 2011

Animation & Comics

Technical Skills Used:
Flash, Photoshop,
Premiere, Illustrator

- Taught workshops on animation and comic art to classes of up to 12 students
- Planned events and alternate reality scenarios for groups of 10 – 200
- Worked with clients to achieve event goals and group satisfaction

Skills

Flash	Photoshop	After Effects	3DS Max	Premiere	Final Cut	Illustrator	Maya
Nitro	SVN	Unity	Wireframes	2D/3D Animation	Multimedia	Team leadership	Project planning

Education

DigiPen Institute of Technology, Redmond, WA (**Bachelor of Fine Arts in Production Animation**) 2005 – 2009

Froggle

PC

Art / Design

- Level design and asset implementation
- Featured on Hak5 Television and in GamePro Magazine
- Voted 103/111 for “Great Free Games of 2009”

CGMA, Los Angeles, CA (**Character Design Program**) 2013 – 2015 (expected)