

ETHAN MICHAELS

Producer | Systems Designer

CONTACT

- 📞 (707) 540-5759
- ✉ ethansmichaels@gmail.com
- 📍 Los Angeles, CA
- 🌐 www.ethansmichaels.com

SKILLS

- Agile Development (Scrum, Kanban)
- Project Planning & Management (Jira, Trello)
- Cross-Disciplinary Communication
- Risk Assessment and Mitigation
- Leadership
- Systems Design
- Quality Assurance and Playtesting
Coordination

HOBBIES

- Vocal Music
- Board Games & TTRPGS
- Playing Disc Golf
- Baking

EDUCATION

University of California, Santa Cruz
B.A. Art and Design: Games and Playable Media,
July 2022
Magna Cum Laude

PROJECTS

Wanderer's Guide to Prosgia

Producer, Designer

Jan - March 2022

- Coordinated production of 40+ page D&D campaign setting over 12-week, 6-sprint development cycle.
- Collaborated with 12-member team to ideate and iterate, using project management tools (e.g., Clickup, Trello) to track progress, manage tasks, and ensure alignment with project goals.
- Implemented risk assessment and mitigation strategies to address potential delays and ensure timely delivery of key milestones.
- Leveraged cross-disciplinary communication to align team efforts and ensure a cohesive final product.

Sushi-Go Rebalancing

Designer

Aug- Sep 2020

- Short project focused on balancing an existing card game.
- Conducted multiple playtests analyzing player strategies, pick rates, and card effectiveness.
- Synthesized observed metrics into a potential changelog, subtly manipulating card values to allow for an increased number of viable drafting strategies.
- Iteratively tested changelog, tweaking and cutting features based on resulting dynamics of play and player feedback.

"Time Swapper"

Producer, Level Designer, Sound Designer

Aug- Sep 2020

- Produced and designed Puzzle Platformer alongside 3 person team over short, two-week sprint.
- Developed level designs, created sound effects, and managed production schedule to align with tight time constraints.
- Collaborated consistently and early in development to identify and address roadblocks, scope tasks based on progress, and track goals using agile methodologies.