

MICHAEL BYRON

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PROFESSIONAL HISTORY

Associate Producer, Griptonite (2010 - present)

- Unannounced project (iOS)
 - Team/Task management for 12 person development team.
 - Responsible for user experience and flow for the menu and game systems.
 - Coordinated creation of game economy and IAP purchases.
- Bejeweled 3 (DS)
 - Team/Task management for 10 person development team.
 - Responsible for communication between the team and key members of PopCap.
 - Handled time critical decisions relating to how best to handle a port of the PC version while considering hardware limitations.
 - Responsible for maintaining and upholding the high “quality bar” set forth by PopCap.
- Captain America: Super Soldier (DS)
 - Team/Task management for 15 person development team.
 - Lead team in redesigning, rescopeing, and finishing project on time.
 - Responsible for product margin, timeliness, and other critical aspects of shipping the title.
 - Managed communication with Sega and Marvel about the project, marketing, submissions, and approvals.
 - Represented Griptonite for all Captain America PR events in San Francisco, NYC, and LA. This involved camera interviews, presentations, and live demos to press.
 - Brought on to help redesign “troubled” areas of the project to improve quality.
- Marvel Super Hero Squad: Infinity Gauntlet (360, PS3, Wii)
 - Responsible for the UI and localization efforts across all three SKUs.
 - Managed cross communication between code, art, and design to implement UI.
 - Worked with internal and external QA to help efficiently bug fix localization and UI elements.
 - Created and implemented additional UI elements for use in game.

TECHNICAL PROFICIENCIES

Microsoft Office Suite
Microsoft Project
Bug tracking software (Jira, TestTrack, Fogbugz, Devtrack)
Language - CSS
Language - HTML
Language - PHP
Adobe Creative Suite
Final Cut Studio
iWorks Product Suite
iLife Product Suite
Digital Photography and RAW workflow
WordPress
Adobe InDesign
Adobe Premiere
Javascript frameworks (jQuery)
Adobe After Effects
Adobe Flash

EDUCATION

University of Washington (2006-2010)

Major: *Comparative History of Ideas and Design*

User Experience on mobile platforms with HCI emphasis (2010)

Course Work Highlights: Diverse course load covering business (accounting, statistics, economics, marketing, and finance), creative media (design, photography, and HCI), four years of German, study abroad in Eastern Europe.

Honors: Multiple times Dean’s list award recipient

Utah Valley University (2004-2006)

Design Program – completed two years of both traditional and modern graphic design theory classes during high school.

AWARDS AND HONORS

Dean’s List Scholarship (2009-2010)

Congressional Gold Medal (2006)

Eagle Scout Award (2006)

UVSC Best in Show Multimedia Arts (2003)