

MICHAEL 'ACE' AUBUCHON | GAME DESIGN

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SKILLS

- Game Mechanic Design
 - Rules/Scoring System
 - Character Advancement
 - Combat/Damage/Health System
 - Character Behavior & Interaction
 - Character Control Mechanics
 - Mission/Objective Systems
 - Online Multiplayer Systems
 - Environment Interaction
- User Interface Design
- Game Design Documentation
- Mission/Level Design & Layout
- Mission/Level Scripting
- Graphic Design
- Creative Writing (Story, Dialogue)
- Game Production
- Leadership
 - Can effectively manage others, implement process
- Communication
 - Can clearly convey an abstract concept orally and through documentation
- Team Player
 - Positive, patient, and constructive when working with others
- Organization
 - Simplifying & formatting data down to what is important
- Self-Starter
 - Highly motivated to create compelling interactive entertainment
- Unreal Engine 3
 - Editor
 - UnrealScript
- Adobe Products
 - Photoshop
 - Illustrator
 - Flash
 - Premiere
- Microsoft Products
 - Office
 - Visual Studio
 - Visio
 - Project
- Wiki Markup
- JIRA/Test Track Pro
- Perforce, MS Source Safe

EXPERIENCE

U.S. Army (contractor) **America's Army 3/2/1 (PC) – 20+ Released Versions** **2003 – Present**

Lead Designer - America's Army 3 (PC) **2007 – Present**

- Lead the AA3 design team to create an immersive, authentic combat experience focused on teamwork.
- Managed 5+ game/level designers in an agile development environment involving daily morning meetings.
- Responsible for creating and maintaining all design documentation for the game (GDD, wiki, flow charts, spreadsheets, 'proof-of-concept' prototypes, mock-ups, top-downs, etc.)
- Responsible for maintaining a consistent feel and experience throughout all aspects of the game, often working hand-in-hand with other disciplines to overcome technical limitations or design conflicts.
- Successfully navigated the fragile challenge of designing a fun and accessible FPS while still adhering to strict Army requirements/guidelines on game content, presentation, and messaging.
- As the longest-standing member of the AA dev team, worked closely with the team to direct and maintain the 'vision' of AA3 throughout its development – keeping the core unique AA gameplay in-tact while course-correcting from what we learned in AA2 and adding new features and mechanics where appropriate and possible.
- Maintained a good working relationship with Army subject matter experts (active duty Soldiers) to maintain authenticity and work to good compromises on the inevitable 'fun vs. realism' issues.
- Maintained a strict design team 'open door' policy for any feedback or suggestions from any team members. Scheduled regular team/beta wide playtest sessions with feedback meetings afterwards. Maintained an active presence in the AA community keeping their needs and feedback in mind during design.
- Designed 'Mission Controller' UE3 Kismet based mission building toolset for level designers to use in building and configuring unique gameplay missions and objectives over existing environments. Worked with level designers to exploit its new capability (fireteam selectable spawn points, custom loadouts, random obstacles, etc.).
- Designed new core teamplay features to create a unique niche in the tactical squad-based action game genre; battleplanner, confirm/secure enemy system, teamwork based scoring system, incap/revive medic system, etc.
- Designed and produced final game and interface Style guide; layout, color palette, typography, icons.
- Designed and produced final graphic design assets; HUD icons, achievement art, mini-map icons, all UI illustrator vector assets.
- Created design proposals for Army management on the direction and choices we should make for the game (recommended middleware, roadmap for ongoing development, etc.) and presented game-friendly solutions to unresolved requirement/design conflicts.

Designer - America's Army: Special Forces (PC)

2006 – 2007

- Designed and documented new content and features for the America's Army 2.X series.
- Oversaw the release of AA v2.7 (Overmatch), which introduced the following new features to the franchise; enemy AI, co-op gameplay, drivable vehicles, remote operation of M2 .50 cal and Mk19 grenade launcher, Javelin missile system, persistent player stats, updated characters, new single-player training missions, etc.
- Proposed and documented new content updates, including; the 'Situational Awareness Indicator' HUD mini-map and enemy reporting system, a new 'Tournament Mode' facilitating competitive matches and ladders/tournaments, new missions using random spawn points, as well as other community driven features (friends list, communication & organization tools, etc.)
- Supported Ubisoft, Secret Level, and Redstorm's efforts on the America's Army console games (Xbox, Xbox 360).

Associate Producer/Designer - America's Army: Special Forces (PC)

2004 – 2006

- Responsible for creating and maintaining team quarterly release schedules (10+ released versions of AA2).
- Created design & process documentation standards and worked to implement process and 'best practices' that suited our continual development model. Worked with all discipline teams to document their unique processes and standards.
- Assisted the Executive Producer in preparing agendas, documentation, and presentations for Army management meetings.
- Introduced the team to wiki documentation technology and taught others to use it for design/process documentation.
- Assisted with the design of new content and continually tuned the game's persistent backend character progression metric (Honor) to accommodate for new content/scoring. America's Army (v1.3 Oct. 2002) was the first game in the FPS genre to add persistent 'account required' backend support.
- Developed and maintained external development/3rd party relationships.
- Performed various other team roles as needed with team turnover; QA, Production Assistant, IT Manager, Beta/Community Manager, HR Manager, etc.
- Active participant in game development and feature implementation. Familiarity with most development technology and tools – often fixing level or script/code bugs or adding new content to the engine.
- Organized all logistics and coordination for moving the team from Monterey, CA to Emeryville, CA losing only a few full production days.

Assistant Producer - America's Army: Operations (PC)

2003 – 2004

- Responsible for working with each discipline to get task estimates and assisting the Executive Producer in creating and maintaining release schedules in MS Project.
- Assisted the Executive Producer in preparing Army management meeting documentation. Documented the meeting and organized the results into summarized notes and prioritized task lists.
- Helped manage the beta testing program, responsible for prioritizing bugs & feedback into weekly QA reports.

EDUCATION

Georgia Institute of Technology - Atlanta, GA

1995 – 2000

- Computer Engineering with a specialization in Software & Systems

Missouri Military Academy - Mexico, MO

1990 – 1994

- Valedictorian, 4 Yrs. Army JROTC

INTERESTS

- Gaming, photography, ultimate frisbee, electronic music, paintball, creative writing