

James Michener

Bastrop, TX | jamesmichener.net | michener_james@yahoo.com | 512-633-7939

SUMMARY

Senior Game Designer with over 18 years of experience driving cross-disciplinary design for major MMORPG and online titles. Skilled in crafting engaging content, balanced systems, and memorable player experiences. A versatile generalist with hands-on expertise across gameplay, narrative, and technical design. Proven collaborator with engineering, art, and narrative teams, fostering cohesion and quality across all aspects of production.

CORE SKILLS

- Content Creation / Game Mechanics / Level Design
 - Narrative & Quest Design
 - Unreal Engine 3-5 / Proprietary Engines
-

EXPERIENCE

Senior Game Designer — *Jackalyptic Games* *Warhammer IP*

Apr 2022 – Present | Austin, TX

- Develop narrative-driven missions and event content aligned with Warhammer IP tone and gameplay goals.
- Collaborate with cross-functional teams (design, art, engineering) to deliver polished levels, systems, and player experiences.
- Mentor and onboard new designers, fostering best practices and efficient pipelines.
- Co-Architect of encounter spawn system and tools.

Senior Game Designer — *Dimensional Ink Games* *DC Universe Online*

Mar 2009 – Mar 2022 | Austin, TX

- Designed and balanced solo, group, and open-world gameplay for launch and DLC releases.
- Created AI behaviors, abilities, boss encounters, and narrative flow for diverse content types.
- Wrote compelling storylines, character dialogue, and created in-game cinematics.
- Mentored new designers to ensure quality and consistency in content creation.

Game Designer — *Sony Online Entertainment*

Star Wars Galaxies

May 2007 – Mar 2009 | Austin, TX

- Designed new gameplay systems and updated existing mechanics to improve player engagement.
- Implemented the Collection System, overhauled the Housing System, and developed high-level group content.
- Coordinated with multiple departments to deliver updates on schedule and within scope.
- Resurrected the cybernetic system so it was a relevant option for players.

SHIPPED TITLES

DC Universe Online - PS3, PS4, PC (DLCs 1-43)

Star Wars Galaxies – PC (Chapters 7-11)

TOOLS

Unreal Engine 3–5 | Proprietary Engines | Unity | Jira | Confluence | Perforce | Lua | Java