

Michael "Taylor" John

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Objective

To acquire an internship in video game production and design for the Summer of 2006.

Education

Carnegie Mellon University, 2005-2007

Entertainment Technology Masters Candidate (check website for project information and videos)

University of California at Berkeley, 2001-2005

Bachelor of English, GPA 3.4

Experience

Electronic Arts: Assistant Producer, May-August 2004

Redwood City, CA

- Worked in level design on *Tiger Woods PGA Tour 2005* for PS2, XBOX, and GC
- Fine-tuned A.I. networks and course related objects

Electronic Arts / Maxis: Assistant Producer, May-August 2003

Walnut Creek, CA

- Managed audio assets on *The Sims: Bustin Out* for PS2, XBOX, and GC
- Directed voice actors
- Tagged animations for sound effects and VOX

Electronic Arts / Maxis: Assistant Producer, May-August 2002

Walnut Creek, CA

- Designed and produced various two-player level designs on *The Sims* for PS2
- Developed a reference catalogue for artists

Electronic Arts: Assistant Product Manager, June-August 2003

Redwood City, CA

- Managed marketing campaign for *Medal of Honor Allied Assault* for the PC
- Produced promotional videos
- Managed the MOH website <http://www.mohaa.ea.com>

Electronic Arts: Assistant Product Manager, June-August 2003

Redwood City, CA

- Managed marketing campaign for *X Squad* for PS2
- Re-wrote the game plot via a voice actors' script

Awards

National Society of Collegiate Scholars (NSCS), 2003

<http://www.nscs.org/>

Software

Extensive Experience in Perforce, Microsoft Project, Excel, Word, Powerpoint, Audition, and Soundforge. Basic knowledge of 3D Studio Max, Maya, Photoshop, Premier, and ProTools.

References

Bing Gordon

Chief Creative Officer and
Co-Founder

Electronic Arts
Redwood City, CA

Email: BGordon@ea.com

Sinjin Bain

Vice President and Executive
Producer

Electronic Arts / Maxis
Redwood City, CA

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Chris Wren

Senior Producer
Namco

San Jose, CA

Email: CWren@namco.com