

Michael A Fontana

Level Designer with combined 11 years experience across VR, Art, Architecture, and Construction industries. Recent experience shipping early access release of VAIL VR with focus on competitive multiplayer level design. Previous 3 years experience leading international teams to build immersive applications on Unreal Engine. In my free time, I build gameplay prototypes for social VR platforms on Unreal Engine. I believe multiplayer games will be the future of how we build new social connections and memories and I'm eager to use my experience to help create the next generation of immersive worlds.

Experience

LEAD LEVEL DESIGNER

AEXLab | Seattle, WA (remote) | 05/2022 - 01/2023

Directed level design efforts on multiple new and existing levels through public beta, early access launch, and ongoing competitive tournaments. Worked directly with Chief Creative Officer and Art Director to craft the visual aesthetic for our environment designs that would tell the story of the VAIL universe. Authored prototypes of levels and materials in 3D and directed environment artists and concept artists in developing final art. Engaged in level design feedback with our Discord community daily.

Nine

- o Authored brand new multiplayer level that coincided with early access launch and a new capture the flag game mode
- o Organized playtest sessions with members of our competitive community and recorded feedback for level design iteration
- o Directed art style for our 3D artists to implement in creation of final art
- o Total timeframe from start to completion: 5 weeks

Suna

- o Re-authored half of the level's placeholder buildings with a new aesthetic concept
- o Updated level art maintained existing competitive balance ahead of Miami Vail Major playoffs

INDEPENDENT GAME DESIGNER

Grenade Arena

- o Multiplayer arena game mode built on Unreal Engine 4 for Helios game platform with support for desktop and VR users
- o One of the first fully-functional games built for the platform
- o Successfully implemented multiplayer replication code which supports projectiles, team colors, team scoring, and UI broadcast events.

VR & VISUALIZATION MANAGER

VIATechnik | Seattle, WA | 02/2019 - 05/2022

Led VIATechnik's visualization team in the creation of immersive experiences. Managed art direction and production standards, developed custom blueprint code, and led technical VR integration for all projects.

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Seattle, WA

Most-played Games

World of Warcraft (Vanilla)
-Achieved PvP rank 13
Halo 3
Dota 2

Tools

Unreal Engine + Blueprints
Blender
Rhino + Grasshopper
Photoshop
HTC Vive
Oculus Quest 2
Oculus Rift-S
Asana
Perforce + Hansoft

Skills + Interests

Virtual Reality
3D Modeling
Algorithmic Workflows
Rendering + Composition
Visual Scripting
Spatial Design
Remote Team Management

Education

M. ARCHITECTURE

University of Michigan

B.S. ARCHITECTURE & CIVIL ENGINEERING

Lawrence Tech University