

PROFILE

I want to help multidisciplinary teams create awesome interactive experiences. A creative designer with strong technical skills. Experience in both start-ups and large firms. Excellent academic credentials coupled with good business acumen. I hold a Bachelor's degree in Business, and a Master's degree in Entertainment Technology.

(347) 251-3669

mittner42@gmail.com

EDUCATION

Carnegie Mellon University

Master of Entertainment Technology 2011-2013

Oakland University Honors College

Bachelor of Business Administration 2005-2008

MARTIN MITTNER GAME DESIGNER

WORK EXPERIENCE

Instructor: Miami Dade College	Miami, FL	2015-Now
Teaching Game Design, Development, and Produc College. Writing and defending a curriculum for t Design and Development, including the creation of Systems Design. Instructor of Artificial Intelligence Game Development, Introduction to Programmin Production course.	he newly created Associates in of a new and industry leading c e, User Experience Design, In	Science in Game ourse in Game troduction to
Game Designer: Shiver Entertainment	Miami, FL	2013-2015
Managed a team, that varied in size from 3 to 7 des mobile game Beasts vs Bots. Day to day included Pr Content tasks; as well as mentoring and costing. C designers, and contractors to consistently meet dea	oduct Management, UX, Syste	ems, and
Design Researcher: Electronic Arts	Redwood Shores,	CA 2013
Student Project. Deadspace III research and developm	ent project.	
Designer: Shrader Environmental Educati	on Ogle Bay, WV	2012-2013
<i>Student Project</i> . Nature Quest, an educational locatio augmented reality experience.	n based entertainment	
Designer & Producer: WMS Gaming	Pittsburgh, PA	2012
Student Project. Jokers & Gestures, research and deve emerging technologies for slot machine gambling.		olications of
Director of Web Development: Advent Syst	tems Bloomfield, MI	2010-2011
Directed a small team of web designers and develop	oers, making sure quality was n	naintained and

PROFESSIONAL XP

