

MICHAEL KLEINBRIEL

Technical Designer

michaelkleinbriel@gmail.com
[linkedin.com/in/michael-kleinbriel-jr](https://www.linkedin.com/in/michael-kleinbriel-jr)
michaelkleinbriel.com
(616) 250-8524 – Holland, MI

PROJECTS

VR DISTRACTED DRIVING AWARENESS – VR SIM JAN 2026 - PRESENT

Virtual Reality Designer, Level Design, Technical Artist, Optimization

- Made the entire map of the driving experience and utilized free assets to cover asset gaps
- Used advanced rendering debugging and features and code systems to significantly improve the performance on the Meta Quest 3 while pushing high quality visuals and effects
- Iterated on Designs to better target the audience of non-gamers and those new to VR

THOOBER – ONLINE FPS ARENA MOEMENT SHOOTER SEPT 2025 - PRESENT

Gameplay Programmer, Technical Designer, Systems Programmer

- Created initial FPS player controller that manages slopes and stairs with ease
- Developed system to automatically load game maps into an easy-to-use menu
- Implemented backend system to manage round modifiers
- Added full controller support to the project

REVOLUNAR – FPS ROGUELIKE JAN 2026 - MAY 2026

Co-Producer, Level Designer, Technical Artist

- Worked closely with industry partners at Iron Galaxy Studios and led meetings
- Utilized Jira and Trello for asset tracking and burn down charts for sprints
- Created and iterated on blockouts of all game scenes encouraging replayability
- Designed and developed all shaders for the project emphasizing enemy readability

SPELL FORGE – PVPVE SPELLCRAFTING ROGUELIKE JUNE 2025 - DEC 2025

Producer, Technical Designer, UI Designer, VFX Artist

- Hand-picked team to ensure fast development and that goals are met
- Fleshed out the game's combat, enemies, environments, and created 1 of 2 maps
- Created all shaders and all but 2 VFX in the game (spells / environment)
- Developed unique rendering system which ensured all VFX and Shaders fit pixel art aesthetic

WORK EXPERIENCE

MSU COLLEGE OF ENGINEERING JAN 2026 - PRESENT

Virtual Reality Designer

- Quickly adapted to a team that was in production for 4 months
- Collaborated closely with team members and Anonymous Foundation to ensure experience is usable by a non-gaming audience and project goals are met
- Worked with project lead to develop sprint timelines and milestones
- Developed scripts in a professional codebase with tech to build off
- Filled in additional gaps on the team that could not be filled otherwise, like Environment Artist

MSU SPARTASOFT STUDIO – TEAM SIZE: 30-80 DEVS AUG 2022 – MAY 2026

Club President, Design Director, Level Designer, Player Designer, Narrative Designer, QA

- **Club President** – Restructured studio into a new sustainable and accessible format
- **Design Director for 2 projects** – Co-led teams of talented designers, ensured production milestones were met, team recognized for exceeding expectations and goals
- **Level, Player, Narrative Designer for 2 projects** – Iterated on level blockouts with level team, created tools to help other designers, fleshed out narrative with Art team
- **QA** – Helped research, design, and present QoL features for a project
- **General Member** – Developed *Thoober* with small team, helped present project to industry professionals at Gearbox Software, helped found LLC to publish game

SKILLS

Engines

Unity
Unreal

Programming

C#
Unreal Blueprints
Unity Shadergraph
Unreal Shadergraph
HTML
CSS

Software

Jira
Blender
Houdini
Adobe Substance Designer
Adobe Substance Painter
Davinci Resolve
Microsoft Office
Trello

People

Leadership
Management
Crisis Management

EDUCATION

MICHIGAN STATE UNIVERSITY, 2026 WITH HONORS

Honors College

Major: Games & Interactive Media

Minor: Game Design and Development

GPA: 3.964/4