

# Michael Kleinbriel

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## EDUCATION

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**Michigan State University** | East Lansing, MI May 2026  
Bachelor of Arts, Games and Interactive Media  
Minor: Game Design and Development  
GPA: 3.954, Honors College, Dean's List 2022 – Present

**West Ottawa High School** | Holland, MI  
International Baccalaureate  
GPA: 4.34

## EXPERIENCE

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**Resident Assistant** | MSU REHS | East Lansing, MI May 2026

- Managed a Co-Ed floor of ~40 freshmen, fostering an inclusive community
- Acquired skills in crisis management and response; received the *Excellence in Duty, Crisis, and Care* award
- Conducted RA candidate interviews

**Undergraduate Teaching Assistant** | MSU College of Engineering | East Lansing, MI August 2023 – July 2025

- CSE TA for CSE 102, Algorithmic Thinking and Programming
- Co-led classes of ~30 students and supported 1000+ students via Piazza
- Helped teach non-CS majors programming fundamentals with Python
- Prepared students for assessments and facilitated all quizzes and exams

**QA, Designer, Design Director, Club President** | MSU Spartasoft Studio | East Lansing, MI August 2023 – Present

- QA for Tomb for Two; helped present and design QoL features for the game
- Player Designer, Narrative Designer, and Level Designer for Sneak Easy and Market Mayhem
- Design Director for Goose Genie and Grave; led the Design team, ensured production milestones were met
- Club President for one Semester; restructured studio into a new and more sustainable format

## PROJECTS

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**Producer, Designer for Spell Forge, MI 497** June 2025 – Present

- Hand-picked the team to ensure fast development and that the game's developmental needs are met
- Work closely with team members to ensure their work shines and that development goes smoothly
- Shared progress with faculty and team members to ensure that all deadlines are met
- Fleshed out the game's combat, enemies, and environments

**Producer, Designer, Systems Programmer for Instructions Unclear, MI 455** March 2025 – May 2025

- Producer for Instructions Unclear; ensuring that the overall vision and goals are met by required deadlines
- Designed the player controls, combat, building mechanics, maps, and all game systems (weather, crafting, etc.)
- Programmed the systems for weather, crafting, interactables, game modes, and menus

**Design Director for Grave, Spartasoft Studio** May 2024 – January 2025

- Collaborated with the other Design Director to prototype, flesh out, and make documentation for the project
- Coordinated with other disciplines and their directors to ensure that the game was progressing smoothly
- Led a talented team of 9 Designers and performed quality checks on their work
- Created weekly schedules to ensure that the Design Team met all deadlines

- Blender Renders, Models, and Animations, Personal**

- Self-taught Blender starting around February 2017 and have been using it for personal and school-related projects
  - Developed a short film to summarize the Lord of the Flies Novel for an Honors English class
  - Created multiple renders for school projects and for personal use online
  - Designed models for personal game projects
- February 2017 – Present

ACTIVITIES & HONORS

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|--|-------------------------|
| Michigan State University Spartasoft, Member   | August 2022 – Present   |
| Michigan State University Spartasoft Studio, Member                                  | August 2022 – Present   |
| Dean’s List  | 2022 – Present          |
| REHS Excellence in Duty, Crisis, and Care  | 2025                    |
| <i>Awarded to RAs that have shown great expertise in duty response and recording</i> |                         |
| MSU AI Club - Most Involved Member   | Fall 2022 – Spring 2023 |
| Serendipity CAS Scholarship 2023-2024  |                         |
| MSU Community Club Endowed Scholarship   |                         |
| Harvey Dawson Experiential Scholarship   |                         |
| Spartan Achievement Scholarship  |                         |
| Michigan Resident Scholarship  |                         |
| Otteman Family Memorial Scholarship  |                         |
| 11th Annual IB Learner Profile Reward  |                         |
| International Baccalaureate Diploma  |                         |
| West Ottawa Student of the Month   |                         |

SKILLS

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|--|---|
| <b>Software:</b> Unity, Unreal Engine, Blender,<br>Davinci Resolve, Microsoft Office | <b>Programming Languages:</b> Python, C#, Java, C++ |
| <b>People:</b> Leadership, Management, Crisis Management                             |   |