

MICHAEL HORNE

Mesa, Arizona, United States | michael.keith.horne@gmail.com |

Portfolio

- <https://mikbug458.wixsite.com/mike-horne-portfolio>

Education

Bachelor of Arts: Game Design

05/2024

University of Advancing Technology - Tempe, AZ

- Relevant Coursework: Advanced Creative Writing, Writing for Interactive Games, Advanced Level Design, Worldbuilding, & Critical Game Studies.
- Summa Cum Laude, 4.0 Overall GPA

Job History

Narrative/Game Design Intern – Inorganic Games

January 2024 – May 2024

Wrote narrative and aided with system/level designs on projects intended for Steam/Mobile release.

Geek Squad Field Agent – Best Buy

July 5th 2024 – Present

Delivered and installed various consumer electronics such as mounting TVs, home theater systems, new PCs, and more.

Multiple Food Delivery Positions

April 2016 – July 2024

Done largely while working through college and during the pandemic. Developed customer service and de-escalation skills

Skills

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|------------------------------|-------------------------------------|
| • Effective Communication | • Systems Design |
| • Greyboxing and Prototyping | • Knowledgeable in Unity and Unreal |
| • Narrative Design | • Basic JavaScript Knowledge |
| • Creative Writing | • Public Speaking/Presentation |
| • Technical Writing | • Critical and Lateral Thinking |
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Accolades

- President's List
 - Awarded to on-campus students with a 4.0 GPA and full-time course load per semester.
 - Received during each semester apart for which I was eligible.
- UAT Production Studios Team Lead award.
 - Project Lead for "Tales from Teren." An interactive novel game based in a setting designed by me from the ground up.
 - Successfully designed and pitched the project for presentation at UAT's greenlight event for 3 semesters.