

Michael Kirkbride

Writer, designer, and world builder with 30 years of game industry experience

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SELECTED EXPERIENCE

Ascendant Studios — *Lead Writer/Senior Narrative Designer*

Apr 2019 - Apr 2024

Lead Writer and Narrative Designer on *Immortals of Aveum*, responsible for writing cinematic and choice-based content as well as world building and pre-production, co-directing voice actors in recording sessions

Skybound Games — *Season Lead Designer*

Sep 2018 - Apr 2019

Lead Narrative Designer and Writer on the last two episodes of *The Walking Dead: The Final Season*

Telltale Games — *Season Lead Narrative Designer/Senior Narrative Designer*

Jan 2015 - Sep 2018

Season Lead Narrative Designer and Writer on *The Walking Dead: The Final Season* and *Batman: The Enemy Within*. Episode Lead Designer on *Batman: The Telltale Series Episode 2* and *Minecraft: Story Mode Episode 3*. Narrative Designer on *Game of Thrones: A Telltale Series*

Paragon Studios — *Content Designer (Contract)*

Feb 2011 - Aug 2011

Content designer for the *City of Heroes*, preparing and implementing future quest content while fixing and debugging known issues

Bethesda Softworks — *Writer (Contract)*

May 2006 - Aug 2006

Additional writing for *The Elder Scrolls IV: Oblivion* and its *Knights of the Nine* DLC

Electronic Arts — *Senior Designer*

Sep 2002 - Sep 2005

Senior Designer on *The Lord of the Rings: The Return of the King*, *The Lord of the Rings: The Third Age*, and *James Bond: From Russia With Love*, with duties including pre-production, screenplay writing, level creation, and gameplay scripting

Bethesda Softworks — *Designer/Art Director*

Apr 1996 - Apr 2000

Writing, concept art, and world development for *Elder Scrolls Adventures: Redguard* and *Elder Scrolls III: Morrowind*. Artwork and Design on a variety of other projects, including *Terminator: SkyNET* and *The Elder Scrolls: Daggerfall*

AWARDS

GLAAD Media Award for Outstanding Video Game
(Telltale's *The Walking Dead: The Final Season*)

WGA Outstanding Achievement in Videogame Writing (Telltale's *Batman: The Enemy Within* Episode 5)

National Academy of Video Game Trade Reviewers Awards, Writing in a Drama
(Telltale's *Batman: The Enemy Within*)

Den of Geek's #8 RPG of All Time (*The Elder Scrolls III: Morrowind*)

IGN #21 RPG of All Time
(*The Elder Scrolls III: Morrowind*)

ADDITIONAL EXPERIENCE

Gameloft — *Senior Designer*

Feb 2013 - Jan 2015

Pitching and prototyping titles for iOS and Android

6Waves/Lolapps — *Senior Designer*

Aug 2011 - Mar 2012

Content designer and writer for the social games, *Ravenwood Fair* and *Ravenskye City*

Secret Level (Sega) — *Lead Mission Designer*

Feb 2011 - Aug 2011

Preproduction, design, and implementation for missions, combat, cinematic connective tissue, and boss fights for *Iron Man 2*, *Iron Man 1*, and *Golden Axe: Beast Rider*

7 Studios — *Senior Designer / Lead Designer*

May 2006 - Jul 2007

Proposal preparation, systems design, story crafting, and pre-production on various unreleased titles, which included development for the Wii-remote and PS3 Sixaxis controller.

7 Studios — *Senior Designer / Lead Designer*

Sep 2001 - Sep 2002

Lead Designer on *Defender*, an action-shooter remake with some small RTS elements. Designed game mechanics, mission and mission progression, created resource allocation system, and scripted levels

Savage Entertainment — *Senior Designer-Artist*

Apr 2001 - Sep 2001

Designed levels, puzzles, and game asset creation for unreleased title

E-Nexus — *Senior Designer-Artist*

Apr 2000 - Apr 2001

Designed, assisted, or oversaw various Internet-based game projects

United Software Artists — *Designer/Art Director*

FEB 1995 - APR 1996

Responsible for artwork, level design, and game background on massively multiplayer role-playing game