

D. Michael Moore

EXPERIENCE

Date Nighto, New York City

Producer/Project Manager — July 2014 - Present

Coordinated with clients and their teams to manage production timelines, and helped keep development progressing at the speed it needed to. Also created and negotiated contracts, did market research, created marketing materials, acted as the company's media contact, and post launch customer support.

Polygon, New York City

Editorial Coordinator — January 2014 - July 2014

Social Media & Database Manager --- March 2013 - December 2013

Database Intern --- August 2012 - March 2013

Managed all of Polygon.com's social media (Twitter, Facebook, Tumblr, Google+, Instagram, Vine, etc.) as well as served as a podcast producer, Editorial/Ad Sales liaison, Feature writer/reporter, database manager, intern manager, and inventory manager.

Accomplishments

- Won the 2013 Shorty Award for Best Gaming Social Media
- While managing social media increased Twitter followers by 200% and Facebook page likes by 500%
- Produced 150+ podcast episodes in 9 months.

Muse Games, New York City

Game Design Lead — March 2011 - September 2011

In charge of the game design, level design, game economy and balance for a Taiwanese social network game.

Game Designer — October 2010 - March 2011

QA, Game design, Level design, puzzle design, and various other things for the game CreaVures (released on Windows, Mac, and iOS.)

EDUCATION

Rochester Institute of Technology

Masters, Information Technology — 2008 - 2012

Concentrations in Game Design, and Interactive Multimedia Development.

Syracuse University

BA, Economics — 2002 - 2006

PRODUCTS SHIPPED

The Draw - Developed by myself - 2015

.A game about relationships & confidence made during the month long ILU Jam.

Starfighter: Eclipse - Developed at Date Nighto - 2015

A visual novel dating sim based on the popular webcomic Starfighter.

Noire Time - Developed by myself - 2012

Interactive narrative game made in 48 hours for the Adventure Time Game Jam.

CreaVures - Developed at Muse Games - 2011

Puzzle platforming game for PC, Mac and iOS.