Mike Wuetherick

Exec Producer | Tech Director

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EXPERIENCE

Prytania Media, Studio Tech Director

JUNE 2023 - PRESENT

Studio Tech Director for Prytania's new studio Dawon. Overseeing all of the studios technical direction and engineering teams

Blinkmoon Games, CTO

JUNE 2023 - PRESENT

Responsible for all technology across the studio, including cloud infrastructure, dev ops, CI/CD and security. Lead engineer for debut game in production.

Megacrush Interactive, Founder / CTO

JUNE 2023 - PRESENT

Full service production team providing production, creative and technical support for studios across Games, Film / Animation and beyond.

Unity Technologies, Film Solutions — *Tech Director*

SEPT 2022 - MAY 2023

Leading technical team of engineers, dev ops & technical artists supporting realtime VFX production for new media format, including infrastructure (render farms, virtual workstations), content pipelines and more.

Unity Technologies, Accelerate Solutions — *Exec Producer*

MARCH 2021 - SEPT 2022

Exec producer for Unity's first full-service metaverse production. In my role I led a team of 150+ designers, engineers and artists creating the foundation for a live service virtual concert metaverse platform for one of the worlds largest entertainment brands. I was responsible for the budget, schedule, original vision and design. The technology platform led to the creation of an entire BU within Unity dedicated to Metaverse projects.

Unity Technologies, Innovation Group — *Tech Director*

SEP 2016 - MARCH 2021

Ran the content production teams for Made with Unity, a specialist strike team that collaborated with creators on high-profile projects and creating all of the content for the Unity marketing team, including events, keynotes and otherwise. Our work on Baymax Dreams resulted in a Technical Emmy being awarded to Unity.
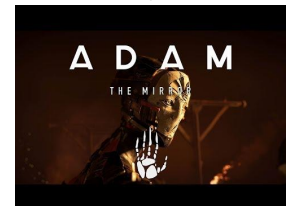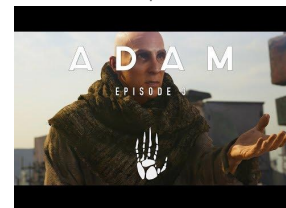
AWARDS

Technical Emmy, 2018
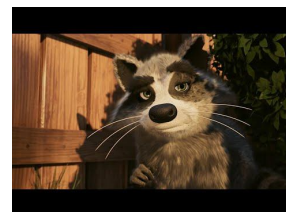Baymax Dreams Shorts
(Disney+)

PROJECTS

Adam Episode 2

Adam Episode 3

Sherman

Baymax Dreams

TALKS & PRESENTATIONS

Siggraph 2018 - Realtime Live 'Adam'
Siggraph 2018 - VFX Workflow for realtime production
Vision Summit 2017 Keynote - 'A Mighty Kingdom'

Roadhouse Interactive, — *VP, Central Tech*

NOV 2015 - SEPT 2016

Responsible for the technical direction and coordination of the Central Tech group, encompassing IT, Dev Ops, Analytics and Shared Technology group (~35 people). We delivered core tech (client / server), processes and pipelines that were used across all of RHI's titles (roughly 8-10 titles live simultaneously across all divisions).

Bandai Namco Vancouver, — *Game Director / Lead Engineer*

FEB 2015 - NOV 2015

Product Owner, responsible for pitch, prototyping and production of game titles. Helped grow the studio from 1 to 15+ engineers, responsible for software architecture / planning / scheduling for mobile titles. Created core technical framework used across all BNSV titles, including analytics framework used to capture thousands of events per second for large-scale mobile titles.

Technical lead for **Pacman 256**, **Tap My Katamari** and other in-house titles and provided technical oversight for 3rd party developers. Software architecture, prototyping, build systems, back-end Db design for all titles

Wrestling Gamers United, — *Tech Lead*

MAY 2014 - JUL 2015

Lead Unity developer for WGU's debut game ProWrestlingX from prototype until their Early Access launch on Steam. I was responsible for all game client code, steam integration (stats / achievements / steam workshop / big screen controller support etc), gameplay, AI-wrestler behavior, front-end UI, localization, continuous integration with Jenkins, Bitbucket, controller support for up to 4 player local matches & character customization system

Plenty of Fish, — *Tech Lead*

MAR 2013 - JAN 2015

Tech lead for the Web, Windows Phone teams at Plenty of Fish, the worlds largest free dating site. The main pof.com domain delivered over a billion page views a month, with over 90 million register users and roughly a 1/2 million users online at any given moment.

My area of responsibility included the primary pof.com web codebase, all front-end code (html / css / javascript) and interaction with the back end api / platform codebase. My team was also responsible for any 'web view' pages used by the POF.com iOS / iPad and Android apps, including registration, account management and mobile payment pages.

DeNA Vancouver, — *Product Manager*

MAR 2012 - MAR 2013

Employee #2 at new Vancouver studio. Responsibilities included hiring and managing production team, was brought on board to build the studio from 0 to 70+ staff. Designed & pitched original IP, communicating technical and design requirements to senior management. Coordinated staffing and development resource across all studio projects, production team management including overseas development teams

Spearheaded Unity technology initiative internally, lead developer (prototyping / training & product development) for Android & iOS platforms, which resulted in the entire studio migrating from proprietary in-house engine to Unity for all titles.

Gekido Design Group, — *CEO / Producer*

JUL 2003 - AUG 2011

Founded company, grew to a team size of roughly 15 people at it's peak. At various points, I was responsible for everything from low-level programming, video editing & website design to business development, marketing and sales. Responsible for the production & bringing to market of 3 generations of 3d Game Engines / Middleware.

Oversaw a team comprised of Artists, Animators, Designers and Programmers, working on a range of internal IP, External Client projects and serious games.