

Mike Wuetherick

Tech Director

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EXPERIENCE

Cloudhead Games, Technical Director

SEPT 2024 - PRESENT

Studio Technical Director working on cross-platform titles (PC / VR). Leading engineering team, with a focus on networking, tooling, and overall architecture. Oversaw port of legacy Pistol Whip game to Steam Frame (launching mid-2026).

Vancouver Film School, Instructor

SEPT 2024 - PRESENT

I teach the Intro to Programming (C#) and Unity Intro classes (semester 1 and 2) at VFS, including creating and building out the entire curriculum, consistently reviewed as a favorite class of the semester by the students (fwiw).

Megacrush Interactive, Founder / CTO

SEPT 2024 - PRESENT

Founder, small production services company. Project include Ferocious (PC / Steam), Untamed (Previs, Netflix) and others. Shipped 6 products to Unity Asset Store, coop game 'Dystopia Punk' in early alpha testing for launch on Steam.

Prytania Media, Studio Tech Director

JAN 2024 - MAY 2024

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

Blinkmoon Games, CTO

JUNE 2023 - DEC 2024

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

Unity Technologies, Various Roles (Product / Tech Director)

SEPT 2016 - MAY 2023

Joined Unity as one of 6 product managers overseeing the engine. Cofounded the Made With Unity content team, which collaborated with creators on high profile projects including work with Oats Studios (Adam 2 & 3) and Disney (Baymax Dreams). Exec Producer and Technical director for teams of over 200 supporting realtime VFX production for new media format, including infrastructure (render farms, cloud virtual workstations), content pipelines and more for the Jon Favreau Apple Vision Pro series 'Prehistoric Planet Immersive'. Our work on Baymax Dreams was awarded a Technical Emmy

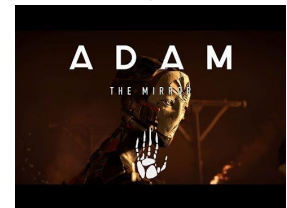
AWARDS

Technical Emmy, 2018

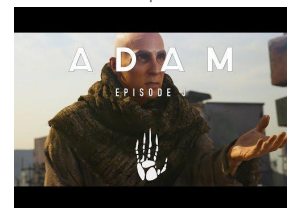
Baymax Dreams Shorts, Disney

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

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.