Michael S. Burklund
User Experience Generalist

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EDUCATION

M.A. Interdisciplinary Studies: International Cognitive Visualization

California State University Chico - *Chico CA*   *12/2015*

Studied the psychology of processing visuals with a focus on the perception of CG faces. Also studied data visuals and persuasive design.

Master de Sciences de l'éducation - Ingénierie de la Formation

Université Pierre Mendès-France - *Grenoble, France*   *12/2015*

Studied how people learn from visual media. Included learning about visual tools for training, modeling work tasks, and learning development.

B.S. Applied Computer Graphics - *Minor: Video Game Design*

California State University Chico - *Chico CA*   *12/2013*

PROJECTS

Uncanny Perception

International Cognitive Visualization Thesis Research   *2014-2015*

Investigated how facial morphology influenced viewer impressions of characters in 3D animation for my Masters Thesis. Designed a study, created surveys, collected and analyzed data.

Assassin's Creed Character Menu Case Study

Interaction Design Foundation Mentorship Project   *Summer 2020*

Did comparative research of similar products to prepare for design ideation.

Society's Future

Interaction Design Foundation Mentorship Project   *Spring 2020*

Did a competitive audit of indirect competitors for a design of a game to teach about climate science.

WORK EXPERIENCE

Experis Game Solutions - Test Associate 3

December 2018 - Present

Evaluated games for issues and problems that would affect the players' experience. Assisted Test Engineers, reported issues with UI, usability, accessibility, gameplay mechanics, balance, and compliance. *Games: Age of Empires Definitive Edition Franchise*

Telltale Games - *Embedded QA and Player Support*

July 2018 -September 2018

Interacted with players and relayed community reported issues to the development team. *Games: The Walking Dead: The Final Season, Player Support on all supported titles*

SKILLS

Wireframing
Prototyping
Research
QA testing
Rigging

SOFTWARE EXPERIENCE

Figma
Miro
Microsoft Office Suite
Adobe Photoshop
AzureDevOps
JIRA

CERTIFICATES

Interaction Design Foundation:
  -User Research
  -Design thinking
Google Coursera:
  -UX Design Process

OTHER EXPERIENCE

GDC Conference Associate (2017, 2018)
Study Abroad
- Japan
- Germany
- France
Eagle Scout Rank 08/2007

FOREIGN LANGUAGE STUDY

Japanese (4 years)
French (4 years)
German (~1 year)