Michael Beirne – Resume

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Date of Birth 28/08/1985

I am an enthusiastic and driven **Video Game Producer** with **over 14 years** of experience in the games industry. I have a successful track record of contributing to the release of more than **35 games and DLCs**, with 26 of them involving production roles. I excel as a strong communicator with a deep technical understanding of game development. My career has spanned prestigious video game companies such as **Ubisoft, Creative Assembly, and SEGA**, placing me at the forefront of the industry.

My expertise extends across various development methodologies, and I have a proven track record in project and people management within triple-A teams. I am a hands-on, goal-oriented professional with a steadfast commitment to delivering top-quality, exciting, and entertaining experiences to a global audience.

Currently, I serve as the **Development Director** at Creative Assembly, where I'm actively involved in an exciting, yet undisclosed project. My previous roles include working at **Ubisoft Barcelona**, contributing to the releases of **Assassin's Creed Valhalla** in 2020 and **Assassin's Creed III: Remastered** in 2018. Before that, I held the position of Development Manager at Creative Assembly, primarily focusing on the Total War series. I also gained valuable Quality Assurance experience at Creative Assembly and SEGA Europe.

I attained a **First-Class BSc Hons** degree in "Computer and Video Games" from the University of Salford in Greater Manchester. Beyond my professional roles, I have independently developed a music/party game, **Beat IT!**, and an app called **The Review Channel**. Both products were successfully distributed on Xbox LIVE across Europe and America.

Skills

- Defining, maintaining, and effectively communicating the project's quality standards, scope, budget, milestones, tasks, and timelines.
- Demonstrating strong communication skills, proactive problem-solving abilities, and exceptional leadership qualities.
- Articulating and instilling the project's vision within the team, fostering engagement, and driving collective efforts towards its achievement.
- Conducting comprehensive planning at both macro and micro levels, encompassing long-term roadmaps as well as day-to-day task management for individuals.
- Monitoring and assessing team and individual workloads and velocity to gauge project Key Performance Indicators and overall progress.
- Identifying, addressing, and managing risks, while proactively planning for contingencies and implementing mitigations.
- Developing and maintaining resource plans, with a keen ability to anticipate and negotiate the personnel requirements of the project.
- Possessing hands-on experience with Agile Methodologies and proficiency in various project management software, including JIRA, Hansoft, and Airtable.
- Offering constructive feedback that aligns with the project's scope and quality, encompassing all dependent assets such as marketing videos, screenshots, store pages, and packaging.
- Adaptability to thrive in a constantly evolving environment, facilitating necessary adjustments, iterations, and seizing emerging opportunities for project improvement.

- Possessing an excellent understanding of the video game industry, remaining up to date with innovations, trends, evolutions, and competitor products.
- Fostering effective communication among team members, creating an environment that encourages idea sharing, knowledge transfer, and collaborative suggestions for game enhancement.
- Providing motivation, guidance, and continuous improvement of best practices within the team.
- Coordinating seamlessly with Publishers, Brand/Marketing, outsourcing resources, external partners, and testing departments to ensure holistic project success.
- Co-Dev and Outsourcing management expereince.

Employment History



Creative Assembly – Development Director
(February 2022 - Present)

Currently Development Director on an **unannounced project**.

Previous Releases:

- Total War: WARHAMMER III - Immortal Empires (PC)



Creative Assembly – Senior Development Manager
(September 2020 - February 2022, 1 year 5 months)

Senior Development Manager on Hyenas responsible for the Map / Environment development.

- Hyenas



Ubisoft - Associate Producer
(2018 – 2020, 2.5 years)

Lead a development team on Assassin's Creed Valhalla from March 2019 to September 2021, producing 8 bosses and 15 Order of Ancients enemies and 6 environments.

Managed three art teams on Assassins Creed III: Remastered (Barcelona, Shanghai & Philippines). Assassins Creed III was visually remastered to stand alongside its modern counterparts.

- Assassin's Creed Valhalla (PlayStation 5, Xbox Series X, Stadia, Xbox One, PlayStation 4, PC)
- Assassin's Creed III Remastered (Xbox One, PlayStation 4, PC)



Creative Assembly - Development Manager / Producer
(2014 - 2018, 4 years)

Producer on the "Games as a Service" (GAS) New Content Team. Specializing in rapid and efficient development of triple A quality content.

Responsible for scheduling a long-term roadmap of releases. Managing the day-to-day work of multi-disciplinary teams of designers, artists, audio, text, and animators etc. Unifying their work to fit the game design and release on time and in budget along the roadmap.

Directly working with all project stakeholders internal and external to the company, including the Brand / Marketing team, the publisher, localization teams, external QA, BETA testers, external contractors and hardware and software partners.

- Total War: WARHAMMER II – Rise of the Tomb Kings (PC)
- Total War: WARHAMMER II – The Laboratory (PC)
- Total War: WARHAMMER - Norsca (PC)
- Total War: WARHAMMER - Bretonnia & The Old World Edition (PC)
- Total War: WARHAMMER - Realm of the Wood Elve (PC)
- Total War: WARHAMMER - The King & The Warlord (PC)
- Total War: WARHAMMER - The Grim & The Grave (PC)
- Total War: WARHAMMER - Call of the Beastmen (PC)
- Total War: WARHAMMER - Blood For the Blood God (PC)
- Total War: ATTILA - Longbeards (PC, Mac, Linux)
- Total War: ROME II - Wrath of Sparta (PC, Mac)
- Total War: ROME II - Black Sea Colonies (PC, Mac)
- Total War: ROME II - Emperor Edition (PC, Mac)
- Total War: ROME II - Daughters of Mars (PC, Mac)
- Total War: ROME II - Pirates & Raiders (PC, Mac)
- Total War: ROME II - Hannibal at the Gates (PC, Mac)
- Total War: ROME II - Beast of War (PC, Mac)
- Total War: ROME II - Caesar in Gaul (PC, Mac)
- Total War: ROME II - Blood & Gore (PC, Mac)
- Total War: ATTILA - Age of Charlemagne (PC, Mac, Linux)
- Total War: ATTILA - Empires of Sand (PC, Mac, Linux)
- Total War: ATTILA - The Last Roman (PC, Mac, Linux)
- Total War: ATTILA - Celts (PC, Mac, Linux)
- Total War: ROME II MAC Port
- Total War: ATTILA Linux & SteamOS Port (and control pad support)
- Touch Screen Support for Windows

Creative Assembly - Associate Producer
(2012 - 2014, 2 years)

Associate Producer responsible for overseeing, managing, and steering the latest game in the BAFTA-award winning Total War series.

Modernized the project management process to Agile, and upgrading the software from Excel to Hansoft. Programmed tools and reports to facilitate this transition.

- Total War: ROME II (PC)
- Total War: SHOGUN 2 - Fall of the Samurai (PC)

Creative Assembly - QA Supervisor / QA Coordinator
(2008 - 2012, 4 years)

Responsible for coordinating, overseeing and developing the Quality Assurance department within Creative Assembly and lead an external Quality Assurance department in SEGA Europe.

Providing a dynamic testing solution based on the backbone of evolving test plans and fluid adaptation to the expansive nature of game development.

Working directly with the developers and producers to ensure the highest quality is met at every milestone.

- Total War: SHOGUN 2 (PC - 2011)
- Total War: SHOGUN 2 - Otomo Clan Pack (PC)
- Total War: SHOGUN 2 - Saints and Heroes Unit Pack (PC)
- Total War: SHOGUN 2 - Dragon War Battle Pack (PC)
- Total War: SHOGUN 2 - The Ikko Ikki Clan Pack (PC)
- Total War: SHOGUN 2 - Sengoku Jidai Unit Pack (PC)
- Total War: SHOGUN 2 - Rise of the Samurai Campaign (PC)
- Total War: SHOGUN 2 - The Hattori Clan Pack (PC)
- Total War: Shogun 2 - Blood Pack (PC)
- Napoleon: Total War (PC – 2010)
- Napoleon: Total War - Coalition Battle Pack (PC)
- Napoleon: Total War - The Peninsular Campaign (PC)
- Napoleon: Total War - Imperial Eagle Pack (PC)

- Napoleon: Total War - Heroes of the Napoleonic Wars (PC)
- Empire Total: War (PC – 2009)
- Empire: Total War - Elite Units of the East (PC)
- Empire: Total War - Elite Units of America (PC)
- Empire: Total War - The Warpath Campaign (PC)
- Empire: Total War - Elite Units of the West (PC)
- Empire: Total War - Special Forces Units & Bonus Content (PC)

SEGA Europe - QA Tester, Lead Tester, Senior Team Lead
(2005 - 2008, 2 years)

Demonstrating leadership and management ability, and a drive to ensure the highest quality standards for the games in test. Authoring test plans and supervising and training teams of up to 30 testers. Maintaining exceptional bug reporting throughout the test cycle.

- Samba DeAmego (Nintendo Wii - 2008)
- PictoImage (Nintendo DS - 2008)
- The Club (Xbox 360, PS3, PC - 2008)
- Viking: Battle for Asgard (Xbox 360, PS3 - 2007-2008)
- SEGA Rally (Xbox 360, PS3, PC - 2007)
- Medieval II: Total War – Kingdoms (PC - 2007)
- Virtua Tennis 3 (PS3 / 360 / Sony PSP - 2007)
- Afterburner: Black Falcon (Sony PSP 2006 - 2007)
- Medieval II: Total War (PC - 2006)
- Football Manager 2006 (PC, Xbox 360 - 2005)
- Rome Total War: Barbarian Invasion (PC – 2005)

Education & Qualifications

BSc(Hons) Computer & Video Games First
Class (Honours) Degree
University of Salford United Kingdom
2003 – 2006

Visit www.michaelbeirne.com for more information.