

Mike Wuetherick

Lions Bay, BC | [LinkedIn](#) | [Personal Site](#) | 778-867-5462 | mike.wuetherick@gmail.com

Lead | Tech Director

SKILLS & SPECIALTIES

Unity3D (expert)

Playfab (proficient)

C# | .NET (expert)

Software Architecture (expert)

Unreal (intermediate)

3DS Max (proficient)

Shaders (proficient)

Technical Art (expert)

Team Building (expert)

Startups (expert)

Github / Perforce (expert)

Azure / AWS / GCP (proficient)

PROFESSIONAL EXPERIENCE

Megacrush Interactive

June 2023 – Present

Founder

- Consulting services company

Prytania Media

January 2024 – May 2024

Studio Tech Director

Unreleased Internal Prototypes (Android / IOS)

- Oversaw all the studio's technical direction and engineering teams.

Blinkmoon Games

June 2023 – December 2024

Chief Technical Officer

Necromantic (Released May 2024 - Steam)

- Responsible for all technology across the studio, including cloud infrastructure, dev ops, CI/CD, and security.
- Lead engineer for the studio's debut game (currently in production), using Photon Fusion network stack

Unity Technologies

September 2016– May 2023

Tech Director – Film Solutions (9/2022 – 5/2023)

Jon Favreau - Prehistoric Planet Immersive (Vision Pro)

- Lead a technical team of 100+ engineers, dev ops & technical artists supporting realtime VFX production for new media format, including infrastructure (render farms, virtual workstations), content pipelines and more for the Jon Favreau Apple Vision Pro series

Executive Producer – Accelerate Solutions (3/2021 – 9/2022)

- Exec producer for Unity's first full-service metaverse production
- Led a team of 150+ designers, engineers and artists creating the foundation for a live service virtual concert metaverse platform for one of the world's largest entertainment brands
- Responsible for the budget, schedule, original vision and design, including coordination with external outsourcers
- The technology platform led to the creation of an entire BU within Unity dedicated to Metaverse projects

Tech Director – Innovation Group (9/2016 – 3/2021)

Baymax Dreams (2 seasons - Animated Series), *Adam Episode 2 & 3* (Animated Shorts, Oats Volume 1), *Sherman* (CG Short)

- 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
- Awarded **Technical Emmy** for our work.

Roadhouse Interactive

November 2015 – September 2016

VP, Central Tech

Iron Maiden Legacy of the Beast (Android / IOS), *Redbull Bike Unchained* (Android / IOS), *Warhammer Carnage* (Steam)

- Responsible for the technical direction and coordination of the Central Tech group, encompassing IT, Dev Ops, Analytics and Shared Technology group (~35 people)
- 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

February 2015 – November 2015

Game Director / Lead Engineer

Pacman 256 | Pacman Bounce (Android / IOS), **Tap My Katamari** (Android / IOS)

- Product Owner, responsible for pitch, prototyping and production of game titles
- Grew the studio from 1 to 15+ engineers, responsible for software architecture / planning / scheduling
- 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

Plenty of Fish

March 2013 – January 2015

Tech Lead

Plenty of Fish (Web, iOS, Android)

- Tech lead for the Web, Windows Phone teams at *Plenty of Fish*, the world's largest free dating site. The main pof.com domain delivered over a billion page views a month, with over 90 million registered users and roughly a 1/2 million concurrent users.
- Oversaw the primary pof.com web codebase, all front-end code (html / css / javascript) and interaction with the back end api / platform codebase, including all 'web views' used by the POF.com iOS / iPad and Android apps, including registration, account management and mobile payment pages

DeNA Vancouver

March 2012 – March 2013

Product Manager

- Employee #2 at new Vancouver studio
- Responsibilities included hiring and managing the production team, including overseas development teams.
- Grew the studio from 0 to 70+
- Designed & pitched original IP, communicating technical and design requirements to senior management
- 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

Gekido Design Group

July 2003 – August 2011

CEO / Producer

Reality Factory (Game Engine), **Beyond Virtual** (Game Engine)

- Founded company, grew to a team size of roughly 15 people at its peak.
- 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

EDUCATION

CDI College

- Diploma, Computer Programming

AWARDS

- Technical Emmy, 2018 - Baymax Dreams Shorts (Disney+)

TALKS & PRESENTATIONS

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

PERSONAL WORK

- Free Dive (PC) - 10 day Game Jam
- Runtime Spawner | Runtime Navmesh Baker (Unity Asset Store)
- Various Github Unity Packages (github.com/pixelwizards)