

Michael Pagano Doom

Producer | Designer | Entrepreneur

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Employment History

Built Games - Los Angeles [November 2014 - Present]

Founder & CEO

Found and led a mobile-first indie studio focused on innovative branded games. Created amazing games for partners including Turner Broadcasting, Age of Learning, and Two Bit Circus. Designed and led all of our 4.5+ star rated titles including The Impractical Jokers Game, Broad City High Score, Bill and Ted's Wyld Stallyns, Teletubbies Play Time, and the award-winning Spellfast.

Zynga - San Francisco [June 2013 - October 2014]

General Manager

Found and lead the New Casino group, a creative mobile/social team focused on strategic growth initiatives for the Casino division. Our internal development team created several innovative, patent-producing games for Zynga Poker and Hit it Rich Slots, while our second party team created and launched Duck Dynasty Slots in under three months.

Electronic Arts - Worldwide [August 2007 - June 2013]

Executive Producer

Founded EA's first free-to-play studio in 北京, 8 lb Gorilla, who proved the space with local talent. Led production of the award-winning SimCity Social Facebook game with largely a Chinese team. Produced hit games in the early smartphone days to prove new markets including the iPhone and Kindle among others. SimCity, Scrabble, and Monopoly grabbed headlines, delighted players, and laid the foundation of AAA touch-screen gaming as we know it today. Spore, a pioneer in tilt-controls, was featured in the first Apple keynote about mobile games.

Walt Disney Internet Group - North Hollywood [July 2006 - August 2007]

Technical Producer

Led game development for *Disney Xtreme Digital (DXD)* producing a staggering 147 games comprised of ports, adaptations, and new titles with a handful of second party partners. Helped design the metagame and game architecture for the DXD platform. Led development of Disney's first click-wheel iPod game featuring the Pirates of the Caribbean.

Warner Bros. Online Inc. - Burbank [May 2005 - July 2006]

Associate Producer

Led Friend's Trivia BREW game as sole engineer creating game in record time with only three bugs across three reference devices. Transitioned to producer of internal and external developed titles including Happy Feet with Capybara Games: feature phone's highest rated platformer.

Education

DigiPen Institute of Technology [September 2001 - April 2005]

Bachelors in Real-time Interactive Simulation (BSc)

Speaking Engagements

PG Connects San Francisco [2017] Licensed Games Master Class

Mobile Games Forum [2016] Starting up Successful

Beijing Games Conference [2011]: Bringing Chinese Games to a Western Market

Game Developers Conference [2009]: Adapting games to the Apple iPhone

Apple Store Speaking Tour [2008]: Several in-store consumer talks championing EA on the iPhone

IGN Live [2005]: First Person Perspectives of First Year Developers Panel

Project History

Teletubbies Balloon Pop - Premium - iOS, Android, Mac

Terminator Survival - F2P - iOS, Android

Bill & Ted's Wyld Stallyns - F2P - iOS, Android

The Impractical Jokers Game - Premium - iOS, Android

Tri Match Casino - F2P - iOS, Android

Broad City High Score - F2P - iOS, Android

Teletubbies Play Time - F2P - iOS, Android

Spellfast - F2P - iOS, Android

Trivia Maze - F2P - iOS, Android

TMNT Smash & Dash - Free - HTML5

Super Nitro Chimp - F2P - iOS, Android

Clash for Dawn - F2P - iOS, Android

Little Dictator - F2P - iOS, Android

Duck Dynasty Slots - F2P - iOS, Android, Facebook

PvZ Presents: Talking Zombatar - Unreleased - iOS

SimCity Social - F2P - Facebook

Ghost Harvest - F2P - iPhone

Scrabble - Premium - Kindle Paper White

EA Solitaire - Premium - Kindle Paper White

EA Sudoku - Premium - Kindle Paper White

EA Texas Hold'em - Kindle Paper White

Monopoly - Premium - Kindle

Yahtzee - Premium - iPad

Boggle - Premium - iPad, iPhone, Palm Pre

Trivial Pursuit In-App Commerce Update - Paymium - iPhone

Zombies & Me - Premium - iPhone

Lemonade Tycoon - F2P - iPhone

Yahtzee Adventures - Premium - iPhone

SimCity - Premium - iPhone

Spore Origins - Premium - iPhone

Spore Origins - Premium - Click Wheel iPod and Nano

The Sims DJ - Premium - iPod

Disney's Photo Pro - F2P - Flash

Disney Connection Platform - Flash

Disney Xtreme Digital 100 Game Retrofits - F2P - Flash

Cars Trivia Challenge with 25 Reskins - F2P - Flash

Cars Bubble Jumble with 25 Reskins - F2P - Flash

Hannah Montana: Lightning Fingers - F2P - Flash

Emperor's New School: Maze Craze - F2P - Flash

Kim Possible: Runaway Rufus! - F2P - Flash

Happy Feet – Premium - Feature Phone
Scooby-Doo: Curse of the Halfpipe – Premium - Feature Phone
Caddyshack - Premium - Feature Phone
Friends Trivia - Premium - Feature Phone
Every Soldier a Sensor Simulation Army Project - PC

Awards

Spellfast

Pocket Gamer's Big Indie Pitch @ E3 2018

SimCity Social Facebook

Social Networking Game/Web Based Game of the Year - Academy of Interactive Arts & Sciences 2012

Spore Origins iPhone

Mobile Game of the Year – Academy of Interactive Arts & Sciences 2008

IGN Best Audio 2008

IGN Best Visuals 2008

SimCity iPhone

Best Port – 148 Apps 2008

Every Soldier is a Sensor PC Simulation

Best Training Award – United States Department of Defense 2005

Additional references are available upon request