

Mikey Calvert

Game Designer

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PROFILE SUMMARY

I'm a game designer who makes spooky, wholesome games with a lot of heart. I led design on Gravity, a multiplayer climbing game on Scape and Steam, and won the SCAPE Indie Winter Challenge in 2026. After nearly 20 years with game communities, I design with players in mind from day one, building in Unreal Engine 5 and UEFN.

WORK EXPERIENCE

Founder & Game Designer | Mikey of Legend | Sep 2026 - Present

- Designing Students Against Spooky Stuff, an investigation RPG in Unreal Engine 5.
- Wrote the studio's design standards, from level design rules to case structure and art direction.
- Set up outside playtesting with FirstLook.gg.

Game Design Student | Career Break | Mar 2025 - Aug 2026

- Studied game design full time and built prototypes in Unreal Engine 5 and UEFN.

Community Advisor | Open World | Feb 2024 - Feb 2025

- Helped gaming brands with community strategy and live events at EVO, Esports World Cup, and Tokyo Game Show.

Senior Community Manager | CI Games | Oct 2023 - Jan 2024

- Helped turn Lords of the Fallen's reviews from 26% to 60% positive in two months.
- Grew Discord engagement by 75% with community events.

Community Director | Saber Interactive | Oct 2021 - Jul 2023

- First marketing hire for the publishing team, supporting Evil Dead: The Game, World War Z: Aftermath, and more.
- Built an AI feedback system that raised player satisfaction by 50%.

Earlier Roles

Creative Director | Svrf | Sep 2018 - Mar 2020

Community Partnerships Evangelist | Sketchfab | Sep 2015 - Aug 2018

Community Lead | MongoDB | Jan 2015 - Aug 2015

Community | Disqus | Oct 2008 - Oct 2014

Social Media Manager | Undercurrent | Jan 2008 - Oct 2008

PROJECTS

Gravity | Lead Game Designer | Contract for Scape

- Multiplayer climbing game on Scape, out now on Steam. Portfolio password: hiremikey

Students Against Spooky Stuff | Game Designer | Unreal Engine 5

- A spooky, wholesome investigation RPG about students looking into strange things after school.

CERTIFICATIONS, AWARDS & SCHOLARSHIPS

Winner, SCAPE Indie Winter Challenge | 2026

Recipient, GIC Inclusiveness Scholarship | 2026

Certified, Epic Games UEFN Bootcamp | 2026

Certified, Epic Games Game Design Specialization | 2025

Certified, CalArts Game Design: Art and Concepts Specialization | 2025

SKILLS

Design: Systems Design, Level Design, Combat Design, Narrative Design, Prototyping, Playtesting, Design Docs (GDD)

Engines: Unreal Engine 5, UEFN, & Blueprints

Tools: Blender, Aseprite, Clip Studio Paint, Figma, Miro, Jira, Confluence, ClickUp, Git

Languages: English (native), Polish (elementary)

EDUCATION

Game & Interactive Media Design | The Art Institute, San Francisco, CA | 2003 - 2005

Coursework | Sacramento City College, Sacramento, CA | 2001 - 2003