

MIKE DAW

Principal Producer

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EXPERIENCE

20 years in games

Indie · AAA · Console

PLATFORMS

PS4 / PS5 / PS Vita

Xbox / Switch / Wii

PC / Steam

iOS / NDS / N-Gage

GBC / MD / GBA

CERTIFICATIONS

Certified Scrum Master

Scrum Alliance

TOOLS

Jira / Confluence

Hansoft

Perforce / Git

Microsoft Project

SKILLS

Production & Scheduling

Console Certification

QA Management

Team Leadership (30–45)

Game Design

Original IP Development

Prototyping

Localisation

Business Development

Marketing & Social

Art Direction

Music & Audio

Chiptune / Retro Dev

RECOGNITION

Game Dev Heroes

Nominated, Production

ABOUT

Twenty years shipping 50+ games across indie studios and major publishers — from co-founding Infinite State Games to Principal Producer on Helldivers 2 at Wushu Studios. Equally at home designing a Game Boy Color roguelike from scratch and managing a 45-person AAA development team. I bring the creative instincts of a designer-composer and the rigour of a production lead who has certified titles on every major platform.

EXPERIENCE

Principal Producer

Wushu Studios, Liverpool | 2021 – Present

- ▶ Led production on AAA work-for-hire projects managing teams of 30–45 developers, including shipping new environments and Warbonds for Helldivers 2 in close collaboration with Arrowhead Game Studios.
- ▶ Created and owned roadmaps, budgets, and schedules; ran daily scrums, retrospectives, and stakeholder reporting.
- ▶ Initiated and designed a developer health survey programme to proactively track team wellbeing and identify burnout risk — resulting in concrete anti-burnout measures adopted as studio-wide and project-wide protocol.
- ▶ Developed company-wide production techniques and tooling standards.
- ▶ Led an R&D team delivering prototypes for RFPs and new IP pitches.

Notable: Helldivers 2, Rockstar Creative Platform, State of Decay 2

Creative Director & Co-Founder

Infinite State Games | 2010 – Present

- ▶ Co-founded two-person studio, operating as a full end-to-end production and publishing pipeline: certification, localisation, storefront relationships, porting pipeline, QA, marketing, and budget ownership.
- ▶ Full creative ownership across art, music, audio, and game design on all titles.
- ▶ Self-published across PS4, PS Vita, Nintendo Switch, Steam, and iOS — managing all platform relationships and submissions independently.
- ▶ Active retro hardware development: Game Boy Color (GBDK-2020), Sega Mega Drive (SGDK), and GBA (devkitARM).

Notable: Don't Die Mr. Robot, Rogue Aces, Horatio Goes Snowboarding, Family Tree, Ghost Baseball DX

Senior Producer & QA Manager

Auroch Digital, Bristol | 2017 – 2020

- ▶ Transformed Auroch from a development-only studio into a publisher — building the entire console publishing capability from scratch, including certification pipelines, localisation workflows, and third-party developer relationships.
- ▶ Oversaw 5+ titles through the publishing pipeline across Megaquarium, The Colonists, Dark Future: Blood Red States, and others.

- ▶ Senior Producer across multiple PC and console titles; including own IP Mars Horizon — an original IP developed in close partnership with the European Space Agency, managing complex institutional stakeholder relationships through to a critically acclaimed release.
- ▶ Built internal QA processes from scratch, significantly improving release quality across the studio.
- ▶ Managed console submission across all three major platforms.
- ▶ Hosted game streams and company podcasts; represented titles publicly at launch.

Notable: Mars Horizon, Boltgun, Achtung! Cthulhu Tactics, Megaquarium, Plague Inc: The Cure

Producer

Firebrand Games, Glasgow | 2009 – 2010

- ▶ Managed final external QA stages and last feature set delivery for a dual-SKU console launch.

Notable: Need for Speed: The Run (3DS / Wii), Solar Flux (iOS)

Producer & Audio

Ruffian Games, Dundee | 2008 – 2009

- ▶ Produced Crackdown 2 DLC packages and contributed design and audio to additional projects.

Notable: Crackdown 2, Nike+ Kinect Training, Ryse: Son of Rome

Lead Designer

HotGen, Croydon | 2007 – 2008

- ▶ Pitched and designed original licensed titles; produced GDDs and character concepting. Handled all sound design.

Notable: Mr. Potato Head Adventures, FotoFace: The Face Stealer Strikes

Producer, Designer & Composer

Razorback Developments, Croydon | 2005 – 2007

- ▶ Full-cycle production, game design, composition, and audio design for handheld titles.

Notable: Dragonology, Alex Rider: Stormbreaker, Warhammer 40K: Glory in Death, Bella Sara, The Chase Felix Meets Felicity, Reiner Knizia's Brainbenders

ADDITIONAL

Composer & Musician: Soundtracked numerous games and a TV series (Biffvision, BBC3). Credits include Tempest 4000, Death Ray Manta SE, and the Death Ray Manta concept album released on iTunes and Spotify.

Retro Dev: Active development in GBDK-2020, SGDK, and devkitARM — shipping original games on classic hardware for the collector and enthusiast market.

Interests: Arcade game design, chiptune composition, bushcraft, hiking, sacred heritage of the British Isles.