D. Michael Moore

dmmoorejr@protonmail.com

Experience

The Verge / Reviews Coordinator
November 2015 - July 2020, NYC

- Managed the Verge's tech reviews' physical product closet and database, often working as a liaison between writers/editors (in office and remote) and PR.
- Editorial lead for annual Holiday, Graduation & Back to School gift guides. Which involved: coordinating with in office and remote staff, working with outside vendors and PR, providing planning and guidance for social, design, and commerce teams.
- From scratch researched, built and ran the Verge's merch store with the help of the Verge's design team.
- When not doing the above, I also wrote about and reviewed video games and anime (was a judge for the 2019 and 2020 Crunchyroll Anime Awards).

Date Nighto / Producer
July 2014 - July 2015, NYC

Coordinated with clients and their teams to manage production timelines, and helped keep development progressing at the speed it needed to. Also created and negotiated contracts, did market research, created marketing materials, acted as the company's media contact, and post launch customer support.

Polygon / Editorial Coordinator
January 2014 - July 2014, NYC

Social Media & Database Manager
March 2013 - December 2013, NYC

Database Intern
August 2012 - March 2013, NYC

Managed all of Polygon's social media (winner of 2013 Shorty Award for Best Gaming Social Media.) as well as podcast producer (150+ episodes), Editorial/Ad Sales liaison, writer, database manager, intern manager, and inventory manager.

Muse Games / Lead Game Designer
March 2011 - September 2011, NYC

Game design lead, level design, game economy and balance for a social/free-to-play adaption of *CreaVures* for a Taiwanese social network.

Game Designer
August 2010 - March 2011, NYC

QA, Game design, Level design, puzzle design, and various other things for the game *CreaVures* (released on Windows, Mac, and iOS.)

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Education

Rochester Institute of Technology / Masters, Information Technology

2008 - 2012, Rochester, NY

Concentrating in Game Design, and Interactive Multimedia Development.

Syracuse University / Bachelor's, Economics

2002 - 2006, Syracuse, NY

Games Shipped

The Draw - Developer/Designer/Writer

2015, Windows/Mac

A game about relationships & confidence made during the month long ILU Jam.

Starfighter: Eclipse - Producer

2015, Windows/Mac, Date Nighto

A visual novel dating sim based on the popular webcomic Starfighter.

Noire Time - Developer/Designer/Writer/Artist

2012, Web

Interactive narrative game made in 48 hours for the Adventure Time Game Jam.

CreaVures: The Nest - Lead Game Designer

2011, Web, Muse Games

Free-to-play/social network game adaptation of *CreaVures*.

CreaVures - Game Designer

2011, Windows/Mac/iOS, Muse Games

Puzzle platforming game for PC, Mac and iOS.

Writing Samples

Short Play - A biweekly column of games that can be finished in a few hours.
[December 24, 2017 - April 26, 2020, The Verge](#)

Yoko Taro on Final Fantasy XIV: 'I may end up having to burn down the servers'
[January 12, 2020, The Verge](#)

Anime is one of the biggest fronts in the streaming wars
[December23, 2019, The Verge](#)

The Incredibles movies have a weird relationship with technology
[July 3, 2018, The Verge](#)