



Hello I'm DESIGN | TECH | ART Phil Mikkelson

Innovative, collaborative, tech leaning problem solver that thrives in a creative environment.

Experienced in design, product development, project management, marketing, AI collaboration, and nonprofits.

WORK HISTORY

2009 - 2023

CONTENT DEVELOPER

Brain Injury Alliance of WA - Seattle WA

- Developed content for website, social media, ads, podcast, events and marketing materials.
- Analyzed website analytics and optimize Google Ads campaigns and performance metrics.

ACHIEVEMENTS - Grew org from 3 to 24+, setup Salesforce, became WA's #1 Brain Injury search result, help Line, & database, launched podcast and hosted events.

2003 - 2008

EXECUTIVE PRODUCER

Take 2 Interactive - NY, NY

- Oversaw development of games on various platforms acting as the liaison between developers, licensors corporate, marketing, and legal, ensuring quality and synchronized release schedules.

ACHIEVEMENTS - Oversaw development of: Deal or No Deal, Ford VS Chevy, Virtual Pool, Carnival Games, Dora the Explorer, Sudoku Fever, Kohan II, Vietcong, The Guy Game, and more.

2000 - 2003

PRODUCER / GAME DESIGNER

Majesco Games - Edison, NJ

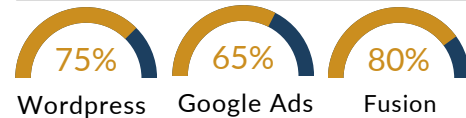
- Created concept treatments and game design documents, UI mockups, story content and level layouts.
- Managed multiple development teams

ACHIEVEMENTS - BattleBots: Beyond the Battlebox, Dark Arena, Boxing Fever, Caesars Palace Advance, F14 Tomcat, & M&M's Blast.

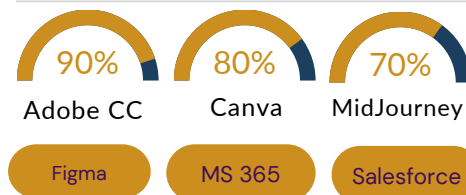
OBJECTIVE

Seeking roll as Project Manager for a medium to small size nonprofit or company delivering sustainable products and services.

PLATFORMS



GRAPHIC TOOLS



CREATIVE PURSUITS



MutechIndustries.com

CONTACT

Phone	Email
541-708-1578	PhilMikkelson@gmail.com
Website	Location
PhilMikkelson.com	Ashland, OR 97520



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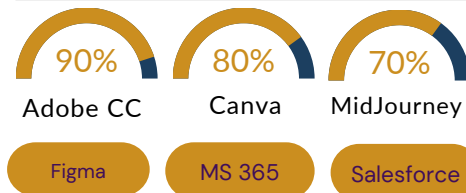
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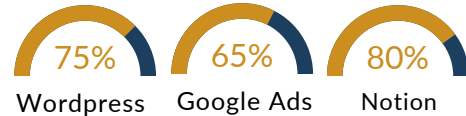
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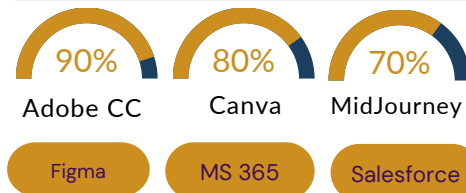
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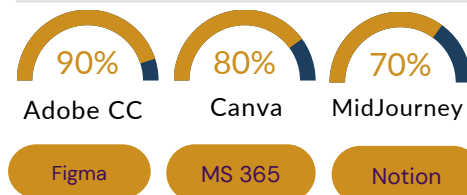
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