

Michael McCarthy

PROFILE

Throughout my career, I've written for many diverse entertainment projects— half-hour TV comedies, cable hits and animation. And video games. In the wake of the WGA strike, Electronic Arts offered me a position as one of their first game writers. Since then, I've crafted narratives for numerous genres of games— first person shooters, MOBAs, and RTS games, always aiming to innovate and enhance the player experience. I've also developed, written and produced trailers, advertisements and presentations for many of the projects I've worked on.

EXPERIENCE

CONTRACT WRITER, *COD BLACK OPS 6-7*, TREYARCH/ACTIVISION BLIZZARD – 2024-PRESENT

Joined Treyarch studios during the ramp up to the release of Call of Duty: Black Ops 6. Hit the ground running writing Multiplayer Operator VO for both multiplayer and zombies experiences. In addition, I wrote player-facing character bios and intel material for the game.

PRINCIPAL GAME WRITER, *BATTLEFIELD 6*, RIDGELINE GAMES/ELECTRONIC ARTS – 2023-2024

Responsible for narrative world-building, character creation and development for the next game in the Battlefield franchise. Hired and managed a writing staff of four additional writers. As a new narrative team, we were responsible for the thematic alignment between narrative and all other disciplines.

SENIOR WRITER, *BATTLEFIELD*, RIDGELINE GAMES/RIPPLE EFFECT/ELECTRONIC ARTS – 2018-2022

Responsible for narrative world-building, character creation and development for the studio. Designed and implemented policies, procedures and methods ensuring thematic alignment between narrative and other disciplines throughout production.

NARRATIVE WRITER, *LEAGUE OF LEGENDS*, RIOT GAMES – 2016-2018

Responsible for the complete narrative development of new and updated LoL Champions. Worked with the design, art and monetization teams from discovery through marketing and release in order to ensure the Champ's success and deliver maximal impact for players.

LEAD WRITER, *THE WALKING DEAD: RTS*, SKYBOUND ENTERTAINMENT – 2013-2016

Developed the story, characters and narrative design of the hit mobile RTS based on Robert Kirkman's graphic novel. Responsible for all mission dialog in the game.

SENIOR WRITER, *MEDAL OF HONOR/MEDAL OF HONOR: WARFIGHTER*, ELECTRONIC ARTS – 2008-2012

Responsible for all aspects of story and dialog for both single player campaign and online multiplayer. Directed actors in multiple V/O sessions. Provided narrative support for all marketing materials and release trailers.

EDUCATION

University of Southern California – B.S. Finance

SKILLS

- Final Draft, Final Cut Pro, Apple Motion, Blender, Photoshop, Jira, Perforce
- Voice Over direction
- Warner Bros. Writers' Workshop
- WGAw Member