



# Dylan Miklashek

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📍 8/43 Moran Street, Alderley, QLD

I am an accomplished Studio GM, Executive Producer, Project Director, People Leader and Designer with over twenty years' experience in the video games industry. I am seeking opportunities to continue providing innovative and highly successful leadership.

## KEY STRENGTHS

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- Building and leading highly productive and satisfied creative teams that achieve repeated success.
- Always searching, finding and achieving best possible outcomes.
- Acute ability to anticipate and solve problems quickly and effectively.
- The ability to achieve respect and admiration from staff, while challenging and encouraging them to achieve the highest potential.
- Honest and direct while maintaining diplomacy.

## CAREER SUMMARY

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- 15+ years of experience as a project & people leader.
- 15+ years of experience in the video games industry.
- 10+ years of experience in mobile video game industry.
- Worked for EA, THQ, Pandemic Studios, Eyecon and Gameloft.
- Lead teams on major franchises: FIFA, NHL, MVP Baseball, WWE, Batman.
- Lead teams that delivered products on multiple platforms including PlayStation, Xbox, PC, Nintendo, Mobile.
- Lead teams that delivered successful original IP: Zombie Anarchy, Ballistic Baseball, Royale Rising.
- Lead teams that have delivered 20+ highly rated and commercially successful video games.
- Lead teams in Canada, USA, Japan, UK and Australia.
- Lead teams in excess of 100 staff.
- Lead external and internal development teams.
- Lead teams that are small, large, independent, publisher, studios, HQ.
- Established and managed the first Australia Gameloft studio located in Brisbane Queensland.
- Worked & lived in Canada, USA, UK and Australia. American, Canadian and Australian citizenships.
- Director for Two Boards
  - Interactive Games & Entertainment Association starting 2020 - [IGEA](#)
  - Screen Queensland starting 2022 - [SQ Board](#)
- Key participant in lobbying Australian Federal Government for 30% Digital Games Tax Offset.
- Primary driver in lobbying Queensland State Government for 15% Digital Games Tax Offset.
- Gameloft Brisbane 2022 AGDA Australia Video Game Studio of the Year.

## EXPERIENCE

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**Loco Game Services, Brisbane**

July 2023 - present

**Founder**

Loco Game Services is a consulting company I founded with a mission to collaborate with game developers of all sizes and backgrounds to achieve success. I help organizations in all facets of game, team, studio and business development, including uncovering strategies to accomplish their goals and build highly productive satisfied teams who deliver on time, on budget and exceed expectations. Website: [locogame.com.au](http://locogame.com.au)

**Studio GM**

Gameloft is a leading video game developer/publisher. Gameloft develops licensed and original IP Free-to-Play and Premium AAA games for iOS, Android, Windows, Nintendo Switch, PC, Xbox and PlayStation platforms. Gameloft was acquired by Vivendi in June 2016. Vivendi is a public mass media company with annual revenues exceeding 10B €.

As the General Manager for the Gameloft Brisbane Studio, I oversee all functions of the studio including all aspects of game development, production, staff management, HR, recruitment, finance, facilities, admin and IT.

**Key Accomplishments**

- Built a new studio from the ground up which has been profitable since 2020.
- 70+ full time employees across 3 teams.
- Built a highly desirable culture that fosters happy, highly productive and successful people:
  - Implemented an extensive number of innovative perks.
  - Established top class working facilities including a roof top deck.
  - Built a culture that thrives on diversity including more than 30% women.
  - +41 eNPS (employee Net Promoter Score).
  - Glassdoor rating – 4.4
- Studio has delivered 5 games to date:
  - [My Little Pony](#) – Mane Merge – Apple Arcade exclusive. 4.8 rating.
  - [The Oregon Trail](#) – Apple Arcade & Switch. #1 game in 2021. Multiple awards incl a Webby. 4.8 rating.
  - [Ballistic Baseball](#) – Apple Arcade exclusive. Original IP PvP baseball game. 4.6 rating.
  - [Royal Rising](#) – Battle Royale original IP mobile game. Google Play Open Beta.
  - [Zombie Anarchy](#) – Original IP Action Survival F2P game. iOS and Android. 4.8 rating. 20+M downloads.
- Recruited, retained and mentored a high performing senior leadership team: Creative Dir, Tech Dir, Art Dir, HR Mgr, Finance Mgr.
- Established strong relationships & ties with Queensland State and Federal government departments, companies and agencies.
- Performed numerous TV, radio, print, podcast, LinkedIn posts, internet and print interviews regarding Gameloft Brisbane, our games, government funding, education, career, industry, etc.
- Significantly increased the Gameloft Brisbane's brand and visibility via press, advertising, GCAP, LinkedIn presence, tertiary schools, etc.
- Established strong relationships with QLD tertiary institutions including intern programs and school involvement.
- Ballistic Baseball:
  - Created the game's concept, vision, art style and design.
  - First PvP mobile baseball game in the market.
  - Successful on Apple Arcade despite lack of MLB license.
- In 2022, the studio won the AGDA for Australia Studio of the Year.

**Director of Development**

Eyecon is a medium sized software development and systems integration company, specializing in gaming products. Expertise includes online gaming systems, live video streaming multiplayer immersive games, online casino management systems, slot gaming systems and slot gaming environments. Eyecon has produced over 100 unique titles across stand-alone desktop, embedded desktop and mobile/tablet formats. Eyecon products generate aud\$4 billion dollars a year in turn over and aud\$200+ million a year in casino hold. Key customers include 888, SBOBET, Virtue Fusion, Paddy Power, Bet365 and 15 Marketing. Playtech acquired Eyecon in early 2017 for £50M. ([www.eyecon.com.au](http://www.eyecon.com.au))

As the Director of Development, I oversaw all company development and staff management which included 40+ employees and multiple teams. During my tenure, Eyecon developed multiple projects, multiple integrations with major online casinos, multiple online slots games, multiple live gaming systems and 20+ mobile slot games. I was also involved on company management and strategy with the owner, CEO and CFO.

**Pandemic Studios Australia**, Brisbane, Australia

November 2005 – October 2008 (3 yrs)

(Acquired by Electronic Arts in 2007)

***Executive Producer***

Pandemic Studios Australia was the secondary office of Pandemic Studios USA based on LA, CA. Founded in 1998 Pandemic Studios was known for *Full Spectrum Warrior*, *Star Wars: Battlefront*, *Dark Reign 2*, *Destroy All Humans!*, *Mercenaries: Playground of Destruction*, *Mercenaries 2: World in Flames*, *Star Wars: Battlefront II* and *The Saboteur*. In 2007 Pandemic Studios was acquired by EA for approximately US\$305M and dissolved in 2009.  
[https://en.wikipedia.org/wiki/Pandemic\\_Studios](https://en.wikipedia.org/wiki/Pandemic_Studios)

As an Executive Producer, my role was to build, facilitate and lead a new team to develop an 85+ Metacritic rated AAA 360/PS3 title, within budget (\$17M), while maintaining a satisfied and highly productive team throughout the development cycle. Under my leadership, Team Bravo grew to 100+ staff and spent 20 months developing an open world game based on The Dark Knight film. This project was particularly complex due to the number of stake holders involved: EA, Warner Bros Publishing, Warner Bros Film, DC Comics, DC freelance writers, The Dark Knight film team (Chris Nolan and co) and The Dark Knight actors.

**THQ, Inc.**, Calabasas, CA

March 2003 – September 2005 (2.5 yrs)

***Director of Product Development - WWE***

THQ was a major video game publisher/developer from 1990-2013. In the early to mid 2000s, THQ was the #4 video game publisher in the US. <https://en.wikipedia.org/wiki/THQ>

As the Director of Product Development, my role was to ensure THQ maximized its return on the WWE license investment, THQ's highest revenue generating franchise, more than \$100M a year. I was directly responsible for the overall projects and team leadership of all THQ WWE titles, which included managing and directing internal teams and more than five independent developers across USA, Canada and Japan.

**Electronic Arts (Canada)**, Burnaby BC

June 1996 – February 2003 (6.75 yrs)

***Development Director, Producer, Designer – FIFA, NHL, MVP Baseball***

Electronic Arts is a public video game company that is the second largest publisher/developer in America and Europe. EA has created some of the largest video game franchises in the World: FIFA, Madden, NBA Live, NHL, Battlefield, Need for Speed, The Sims, Star Wars, etc. FIFA is the most successful video game franchise in the history of video games.

As a Development Director on FIFA for six years, I organized and lead over 50 different programmers, artists, animators and audio specialists on more than ten major products. As well, I oversaw the work of five different independent developers, located in England and the US. I also spent a year as a Producer/Designer on MVP Baseball 2003 designing the AI/gameplay and supervising animation.

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EDUCATION

Bachelor of Science, Major Computer Science & Math, University of British Columbia, Canada

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PERSONAL DETAILS

**Interests:** Family, Music, Film, Video Games, Business, Band, Multiple Sports (including Ice Hockey, BMX, Snowboarding, Skiing, MTN Biking, Baseball, Golf), Coaching.

**Citizenships:** American, Canadian, Australian.