



What advice would you give to students today?

Try and do your research to find out what sort of career you might enjoy best. The world is full of careers you might not know about yet.



Michael Heywood - Alumni

What year did you leave school and where are you now?

1988 and I live in London.

What is your occupation?

Mobile games company CEO.

Is your current occupation what you thought you would do when you left school?

No, I had a great teacher at Murrumburrah High who taught me to code and make my first games (thank you Mr Davies!), but there wasn't really a games industry in Australia back then.

Can you describe a typical workday?

Sure, I start the day usually catching up on emails, checking player reviews that have come in overnight (we're testing our new game in the US currently) and checking in on the community in our Discord. Then we have our daily team meeting where we chat about what we're all currently working on and anything that might be blocking us.

After that, each day can be very different. As well as running the company, I take care of our play testing and marketing, so I might be watching videos of players testing new features or modes, feeding any issues back to the team or working on creating videos to promote the game. Other days I might be helping the team with whatever feature they're working on or updating our investors.

What do you find most enjoyable about your job?

Working with great people who love what they do and the variety of work every day.

Could you briefly describe the different career paths you've explored since leaving school?

When I left school I went to study psychology at the University of NSW. After graduating, I joined the management consulting company Accenture, where I worked for a few years in Sydney and Bangkok on building new computer systems for businesses. I then joined one of Australia's earliest internet startups (we built the first online dating site in Australia - rsvp.com.au) for a year or so until I got the travel bug again. I headed to Europe to backpack for 6 months and spent a couple of years doing systems work in Madrid before settling in London.

I switched to working as a technology project manager in the television industry in London. Then I got the chance to move to games when I joined Electronic Arts (EA) as a project manager before becoming a producer and creative director. Next I joined a gaming startup, and eventually became the Studio Head. After that I had the chance to start my own mobile games company with a friend. We raised some venture capital investment and have been busy building our debut game.

What is your favourite thing to do outside of work?

I've been learning to sail the last few years and that's one of my favourite things to do lately - there's so much to learn and lots to get better at.



What is your fondest memory of MHS?

I have lots of fond memories of time with friends in and out of class, and of great teachers who really helped open up a whole world after school.