DROP THE MIKE GAMES

MICHAEL COOPER-ROWLAND



GREAT GAMES. LESS CHAOS.

Hands-on support for game studios. Production, live operations, technical programmes and business development.

25+ YEARS IN GAMES & TECHNOLOGY / UK BASED

PRODUCTION LEADERSHIP

Get the team aligned and the project moving.

- Roadmaps, milestones and delivery plans
- Cross-discipline coordination and risk management
- Delivery recovery, launch readiness and mentoring

LIVE OPERATIONS

Give players a reason to keep coming back.

- Live service planning and operating rhythm
- Release readiness and incident processes
- Operational KPIs, player insights and improvements

TECHNICAL PROGRAMME MANAGEMENT

Make complicated delivery manageable.

- Platform, backend and developer tooling programmes
- DevOps workflows, dependencies and delivery tracking
- Engineering, product and stakeholder alignment

BUSINESS DEVELOPMENT

Find the right opportunities for your studio.

- Positioning for technical services and co-development
- Target clients, research, outreach and introductions
- Discovery, proposals, follow-ups and pipeline support

A FRESH PAIR OF EYES / A REGULAR PLAYER TWO / A SPECIFIC MISSION

Focused reviews, fractional support or project engagements. Scope, capacity and fees agreed around the work you need.

Selected career experience: The Lord of the Rings Online, Assassin's Creed, Guitar Hero and DAZN. Project names describe past work and do not imply endorsement.