

## Profile

United Kingdom, London

| QA | Programming | Design |

I'm Mark, a versatile developer with technical and indie development experience publishing four polished, emotion-driven **games** and a dozen other solo **projects**. During my time at university I was likewise awarded an *Academic Excellence Scholarship*, later chosen to represent the course as one of two HERO students.

My journey so far has helped in making me more confident in my creations, teaching me to value ideas that lend themselves to teamwork, creativity, and passion, each developer's perspective producing a distinct and memorable player experience.

## Key Skills

Skills	Languages	Software & Misc.
Technical Documentation	C#, C++	Unity, Unreal Engine
Prototyping (Physical & Digital)	Java, Python	Scrum, Trello, Git
Spreadsheets & Numerical Databases	HTML, CSS, PHP	Microsoft Office (Excel, Visio, etc.)
Co-operative Code Reviews		Adobe (Photoshop, Premiere, etc.)
Playtesting (QA)		

## Relevant Work Experience

### Technical Designer *Summer Internship, 2019*

*Octopus 8 Studios, Team of 8*

- Prototyped and developed ***Alchemists Compendium*** from green light to completion using **Unity** and **C#**.
- Designed and implemented dynamic dependent systems such as **infinite alchemy-based crafting to algorithmic text & quest generation** to create an immersive player experience.
- Acted as team **branch master** utilising *Scrum* and *GitHub* to create peer-programmed mechanics, liaising with both the Lead Designers and Artists to push **numerical balance changes, environmental world design, and feature optimisations** on a weekly sprint basis.

### Junior Designer & QA *Summer Internship, 2018*

*Octopus 8 Studios, Team of 4*

- Released my first commercial project on *Steam*; ***Solmec: Hollow Planet*** using **visual scripting** in **Clickteam Fusion**.
- Constructed an interconnected Metroidvanian world through **multi-dimensional co-operative puzzle design**, iterating through both **physical** and **digital prototypes** to test and perfect the flow of the game.
- After releasing the project, I learned to value the importance of **attention-to-detail** particularly in smaller teams, a higher priority being placed on playtesting and fine-tuning clear game loops to create an enjoyable polished experience.

## Education and Awards

### MSc (Distinction) Computer Games Programming 2020 – 2021

*Goldsmiths University, London*

*I studied an MSc to specialise my design skills into a more tech-focused field, my modules ranging from **mathematics & graphics, advanced object-oriented programming, to AI for games** - strengthening my problem-solving and software focused abilities.*

### BA (First-Class Hons) Games Design - Technologies 2016 - 2019

*Brunel University, London*

*Focus on Game Design and Theory with its integration in Technology (**games programming, numerical design, world-building**).*

**Academic Excellence Scholarship** *Received for achieving exceptional academic grades.*

*Brunel & Goldsmiths University, London*

## Achievements, Interests, and Volunteer Work

Published four finished commercial games while getting the third, ***Abtohka: Kingdoms of Despair***, nominated and presented at *Brunel's Digital Design Show* in front of industry professionals.

Chosen to be a **Student Ambassador** at *Brunel*, later selected by a course lecturer to be one of the two **HERO students** for *Games Design*, being the *'face of the subject'* at events whilst assisting the lecturers with **talks, activities, and interactive classes**.

Participated and wrote paid **articles** about the e-sports scene, focusing on improving teamwork, mentality, and outlook at playing games, getting my work **publicly published** and read by players looking to improve.

Currently volunteering as a **Toe-By-Toe tutor** since 2015, interacting with students that have additional learning and physical needs through their first year of secondary school, assisting through **academic tutoring** and **social advice**.