

# Mark Tadros

Game Designer

Profile

United Kingdom, London

Portfolio: [www.marktadros.co.uk](http://www.marktadros.co.uk)

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Technical Design | Numerical Design | System/AI Design | Puzzle/Level/World Design

Versatile designer with bundles of indie development experience creating fun passion-driven games, publishing two finished and many smaller projects, involved with the full development and commercial cycles. I believe the hidden power for good design arises from the collaborative team-power of creativity, talent, and passion, producing memorable gaming experiences together.

## Technical and Key Skills

### Design

Game Design Documents

Technical, Numerical, and System Design

Paper and Digital Prototyping

Puzzle, Level and Tutorial Design

World, Narrative and Dialogue Design

Extensive Playtesting

### Programming

C, C++, C#

Unreal Blueprints/Script

Python, JSON

HTML, CSS, PHP

### Software

Unity, Unreal Engine, FMOD

Adobe (Premiere, Photoshop, AE)

Maya, Blender, Cinema4D, ZBrush

Microsoft Office (Visio, Excel, Project)

Google Docs, Scrum, Git, Trello

## Education and Awards

**BA (Hons) Games Design - Technologies (First Class Honours)** Graduated 2019

*Brunel University, London*

*Focus on Game Design and Theory with its integration in Technology (AI, A\*, dynamic systems) - more information on Portfolio.*

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

*Brunel University, London*

**BTEC L3 Extended Diploma Games Design (D\*D\*D)**

*Kingston College, London*

## Work Experience

Currently I'm an **independent indie developer** improving my skills by making small passion projects, prototypes, and games.

**Peer-Programmer/Lead Technical Designer** Summer Internship

*Octopus 8 Studios, Team of 8*

Prototyped, designed, and peer-programmed **Alchemist's Compendium**, creating dynamic dependent systems ranging from systematic weather and infinite numerical alchemical interactions, to algorithmic text generation.

Utilised *Agile*, *Scrum*, and *GitHub* to implement peer-programmed mechanics, liaising with both the Lead Designers and Artists to modify numerical balance changes, environmental world-generation, and asset/audio implementation.

**Lead Programmer/Designer** Summer Internship

*Octopus 8 Studios, Team of 4*

Published my first ever game on *Steam*; **Solmec: Hollow Planet**.

Implemented an interwoven Metroidvania world through intricate map-pathing, inter-crossing puzzles, and tightly constructed quest flow through co-operative design, producing physical and digital prototypes throughout.

## Achievements, Interests, and Volunteer Work

Published two finished games and numerous *Game Jams*, presenting a third at *Brunel's Digital Design Show*.

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

Participated and wrote paid *League of Legends* **articles** about the e-sports scene, prioritising improving teamwork, mentality, and outlook at the game, getting my work publicly published and read by players looking to improve.

Volunteered as a **"Toe-By-Toe" tutor** for a couple of years, interacting with students that have additional learning and physical needs in their development through their first year of secondary school, assisting through **academic tutoring** and **social advice**.