

Mark Tadros

Game Designer

Profile

United Kingdom, London

Portfolio: www.marktadros.co.uk

Email: marktadros@outlook.com

Phone: +44 7957761846

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

Relevant 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, 2018

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, 2017

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**.