

CHARLIE MACKIN

Game Designer

CONTACT

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EDUCATION

UNIVERSITY OF MINNESOTA

TWIN CITIES

BS IN PSYCHOLOGY AND ART

Art Capstone: Digital Game for
Regis Gallery

Psychology Capstone:
Research on the Effects of
Choice in Games

AWARDS

International Serious Play
Competition: K-12 Silver Metal

James Paul Gee Learning
Games Award: Elementary
School

IndieCade Nomination: Best
Tabletop Game

Bronze Telly Winner in
Branded Content: Education

Bronze Telly Winner in
Branded Content: Children

Kidscreen Nomination: Best
Learning App

ACHIEVEMENTS

15 shipped games available
online and in the app store

4 games featured on the
PBSKids app and website have
been played over 20 million
times

Average playtime for Hero
Elementary games on the
PBSKids app is double the
average playtime of any other
game on that platform

Décorum will be available to
purchase in Barnes & Noble
and hobby stores in 2022, and
will soon to be translated into
many languages for worldwide
release

WORK EXPERIENCE

Educational Game Designer

Twin Cities PBS

November 2020 to Current

- Lead the design of a suite of educational games for a new national PBS property
- Prototype new mechanics for specific educational goals
- Create scaffolded levels that teach educational content
- Write game scripts in the tone and style of the property
- Playtest at local schools and research centers

Freelance Game Designer

June 2019 to Current

- Created "Décorum," a cooperative logic puzzle game that focuses on communication (or lack thereof) between two cohabitants
- Handled marketing and subsequent contract negotiation for publishing with Floodgate Games in 2022
- Create puzzles and work closely with the publisher on future expansions

Digital Media Specialist

Twin Cities PBS

November 2018 to November 2020

- Collaboratively design a suite of 15 educational games for the Hero Elementary property
- Write game scripts in the tone and style of the property
- Playtest at local schools and research centers
- Coordinate the launch of games and asset deliverables for websites, the Apple app store, and the Google Play store
- Manage educational playlist website

Games Research Assistant

Department of Educational Psychology, University of Minnesota

October 2017 to May 2018

- Teach games to students and teachers
- Administer pre and post tests
- Input and analyze data
- Assist in writing research papers based on our game studies for publication