

CHARLIE MACKIN

GAME DESIGNER

I am a game designer focused on using narrative and educational design to explore new ways of translating themes into mechanics without losing player engagement.

CONTACT

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AWARDS

- IndieCade Nomination:
Best Tabletop Game for
Décorum
- STEM for All Video
Challenge:
Presenters Choice
- GaymerX Scholarship
- Glitch Power Leveling
Scholarship

PUBLICATIONS

- Player Choices in Games:
How Agency Affects
Retention
- Evaluating Collision
Avoidance Effects on
Discomfort in Virtual
Environments

SKILLS

- Twine
- Yarn Spinner
- Unity
- Assessable UI design
- Adobe Creative Cloud
- Agile and SCRUM

WORK EXPERIENCE

Digital Media Specialist

Twin Cities PBS
November 2018 to Present

- Collaboratively design a suite of 15 educational games for the Hero Elementary property, focusing on integrating educational material seamlessly into the main mechanics
- Write game scripts in the tone and style of the property
- Playtest games with K-2 kids from local schools
- Coordinate the launch of games and asset deliverables for websites, the Apple app store, and the Google Play store
- Manage educational playlist website

Game Designer

Blowdart Games
June 2019 to Current

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

Games Research Assistant

Department of Educational Psychology, UMN
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

EDUCATION

University of Minnesota Twin Cities

BS in Psychology and Art, 2018

- Art Capstone: Digital Game for Regis Gallery
- Psychology Capstone: Research on the Effects of Choice in Games
- Vice President of the Video Game Development Club