



# Mark Vale

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Fernie, BC

## Profile:

Currently in full time education studying video game design and development at Toronto film school.

Learning and developing skills within both Unity and Unreal game engines.

Learning and developing programming skills in both C# and C++ coding languages.

Learning game design, level design and puzzle design principles, with a passion for designing game mechanics and level design.

Basic understanding of art principles and using Photoshop.

Basic understanding of game audio and using Pro Tools.

## Experience:

Game design lead for the development stream of our classes' capstone project. Main duties:

- Working with my team to make sure the game play feels the way it should.
- Test features and mechanics implemented by the developers.
- Deliver feedback on features and mechanics.
- Working in Unreal using a mixture of C++ and Blueprints

Completed several small games both in unity and unreal. Gained knowledge and a basic understand of how both game engines work, as well as how to write simple scripts in C#, C++ and Blueprints. See my demo real for examples of my work.

## Other Experience:

Lead snowboard instructor for Non-stop snow at Fernie alpine resort/snowboard instructor.

Main duties:

- Design snowboard programs based around the products offered by Non-stop.
- Work closely with Non-stop clients to make give them the best experience possible.
- Work closely with Non-stop stuff to make sure all the clients were happy and healthy, make sure the clients were in their correct groups, make sure the program design fitted the needs of Non-stop.
- Entertain the clients on and off snow.
- Work closely with the instructors within the ski school and help them improve their riding and teaching skills as well as help them work towards their next certification.

CASI snowboard instructor evaluator. Main duties:

- Run CASI structured courses throughout southeast BC and southwest Alberta.
- Deliver course material in a structured and efficient manner.
- Help develop course candidates teaching and riding skills to bring them up to the course standard.

## Technical skills:

- Unity Engine
- Unreal Engine
- Adobe photoshop
- Pro Tools
- C#
- C++
- Blueprints

## Soft skills:

- Communication
- Leadership
- Planning and design
- Openness to feedback
- Ability to deliver feedback

## Education:

Game design and development at Toronto film school 2023-2025

- Deliver feedback to candidates in a positive and constructive manner.
- Evaluate candidates' ability compared to the course standard.

#### Volunteer work:

- Elk valley river alliance.
- Fernie youth soccer.