A black and white video game controller

AI-generated content may be incorrect.Mark Vale  
Game Designer

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Profile:

A Passionate Game Designer with technical skills and a focus on the player experience. My goal is to create games that feel good, are memorable and most importantly fun to play.

Skills:   
  
**Software:** Unity, Unreal, Construct 3, Photoshop, Protools, Premier Pro  
 **Programming Languages:** C#, C++, Blueprints, HTML, CSS  **Soft Skills:** Creative Problem Solving, Organization, Teamwork, Communication, Openness to feedback, Planning and Design

Game Design Experience:

***Toronto Film School – Alice in Public Domain (Capstone Project) (Oct 2023 – Mar 2025) (PC, Unreal 5.3.2, C++ and Blueprints)  
Genre:*** 3rd person action game.   
***Role:*** Game Design lead, Gameplay Programmer, collaborated on Level Design

* Created game design documents and level design documents
* Collaborated with artists, producers and developers to determine priorities, reduce scope where needed and minimize crunch
* Designed multiple characters with unique abilities, attacks and movement
* Developed most of the character abilities using a combination of C++ and Blueprints
* Designed the first pass of level we used, helped adjust level design and flow through out development
* Developed key platforming elements through out the level.
* Had a general understanding of all systems used to build the game, I used that knowledge to help members of the team complete tasks

Education:

***Toronto Film School (Oct 2023 – Mar 2025)***

* Ontario College Diploma in Video Game Design and Development

Volunteer:

***Fernie Elk river:***

* Yearly river walk clean ups
* Water sampling
* Tree wrapping

***Fernie youth soccer:***

* Assistant coach

***References available upon request***