A logo for a video game company

Description automatically generated

Mark Vale  
[Mark\_va](mailto:Mark_va)le@hotmail.co.uk   
https://mv1090.github.io/mv\_dev\_design.github.io/  
Fernie, BC

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 2023-2024

Profile:  
Recently, I graduated from the Toronto Film School Video Game Development and Design program, where I honed my skills in C#, Blueprints, and C++. Throughout my academic journey, I have gained hands-on experience working on a variety of projects, including my role as the technical Design Lead for our capstone project. In addition to my technical expertise, I bring a unique perspective to game development.  
This experience has shaped my approach to problem-solving and team collaboration, helping me think creatively and develop engaging, user-focused experiences.

Experience:

Alice in public domain:  
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

Gravity gun:  
Solo project made in unreal engine, focusing on puzzle design using gravity gun mechanic.   
Highlights:

* 5 Unique puzzles
* Utilized Unreals physics system for the Gravity Gun mechanic
* Drop object and Throw object mechanics

Paper Round:  
Solo mobile project made for android using Unity. Focusing on game design for mobile devices.  
Highlights:

* Global leaderboards
* Ads
* Object pooling for cars and houses
* Two game modes with separate leaderboards
* Game speed increases the longer the player survives

Volunteer work:

* Elk valley river alliance.
* Fernie youth soccer.

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