

# Marcus Szabo

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## Profile Summary

A driven **designer** and **developer** with a love of **3D modeling** and **animating**. Has experience with various design projects in the past using **Unreal Engine**, **Unity** and **Maya** and **game development** at a professional capacity. A skilled and competitive player with a wide knowledge of **game mechanics**, **level layouts** and **feedback gameplay loops**. A drive to create games that reward players for **skilled plays**, poses unique and challenging **puzzles** and **encounters** and encourages **collaboration** and teamwork in companies and communities.

## Skills

- Maya modeling/animation
- Unity
- Unreal Engine
- Blueprinting
- Processing
- Project Management
- Game/Level/Puzzle Design
- Team Leadership/Collaboration
- Perforce
- Jira task flow

## Work Experience

### Brass Token The Chant

September 2018 - November 2022

- Built up almost all of the **collision** and **streaming** through the map.
- Was **lead** on some **key location** level design, "**airlock areas**" and **puzzle** design.
- **Designed** and **implemented** a series of unique **combat encounters**.
- Assisted with **enemy pathing** and **tethers**.
- Competency in **Unreal Engine** world editing and **Blueprinting**
- Performed **Motion Capture** movements for the character **Jess** and **Ram Cultist**.

### NVRC Supervisor Lifeguard/Swim Instructor

December 2016 - Present

- **Supervised** a team of **2-8** lifeguards in **high pressure** first aid scenarios.
- Excellent experience with **personal relations** and **diffusing conflict**.

## Education

Simon Fraser University, Burnaby/Coquitlam, British Columbia, Canada  
**Bachelor of Arts and Social Sciences** in Interactive Arts and Technologies  
(2016-2023)

## Relevant Projects

- **AI Affective Virtual Human (Directed Studies)**  
A real-time reactive **AI** that uses an animated human **Avatar** that listens, thinks, and responds to the user, led by **Steve DiPaola**.
  - Created **20+** unique animations for the AI's actions using **Maya**.
  - **Led** a team of 4 animators to set deadlines, manage files, and create animations.
- **Invasive (Interactive Arts and Technology 410)**  
A horror puzzle game for the **IAT 410** advanced design class. Created through **Unreal Engine** and **Maya**.
  - Modeled, rigged, and designed movement, death, and attack animations for **5** different characters within **6 weeks**.
  - Mapped out **4 levels** and **5 puzzles** for the game.

## Additional Accomplishments

- Received awards for a business project "**Mouse Trap**" at Opp Fest 2022
- Achieved various **National Level** Time Standards in Competitive Swimming
- Achieved level of **Twitch Affiliate** as a video game streamer