mark savage

Portfolio: marksavagegames.com
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Seattle | Boston

EXPERIENCE

Paidia Studios | Boston, MA

Producer, Designer   January 2017 – Present

- Ran meetings, organized deadlines, and work sessions for a group of 4-8 developers using agile management
- Restructured and iterated on the work pipeline to ensure consistent deliverables from all team members
- Managed developers in many disciplines, including artists, designers, and web and mobile developers
- Completely pivoted the structure of the game to best match the creative vision of the project, and redesigned the entire format and scope of the game

Hubble Games | Boston, MA

UI Programmer, Designer   May 2018 – September 2018

- Developed a game tutorial for an educational game using Unity's UI tools
- Scripted custom UI elements to be interactable with a dialogue system
- Planned and implemented UI animations for player responsive elements
- Designed the UI and mechanics for a game in accordance with the research goals of the project

Girls Make Games | Seattle, WA

Counselor   July 2018

- Taught Unity and game design to a group of 8 students over a three week long course
- Mentored a group of 4 students to make a game in just three weeks; their game went on to win the grand prize out of 33 teams in Girls Make Games' demo day competition, resulting in their game getting and eventually funding a Kickstarter project
- Debugged and troubleshooted the Unity projects of students while providing appropriate feedback

United South End Settlements | Boston, MA

Designer   January 2017 – May 2017

- Designed and created a card game that conveyed the community outreach goals of the organization
- Provided rapid iterations on prototypes based on feedback from our client
- Used our game design to tackle complex issues of wealth inequality in the South End of Boston

SKILLS

Technical Skills:

Game Engines: Unity, Unreal, GameMaker
Programming Languages: Java, C#, C++
Other Software: Adobe Illustrator, Photoshop, InDesign, Microsoft Office Suite, Morae, GitHub

Additional Skills:

Project Management: Agile, Kanban, Scrum
Design Proficiencies: Systems Design, Level Design, Puzzle Design
3D Modeling: ProBuilder, Maya

EDUCATION

Northeastern University | Boston, MA | Expected May 2020

Bachelor of Fine Arts (BFA) in Games, Minor in Computer Science
GPA: 3.63