

Mark Savage

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Local Address

464 Huntington Ave # 762
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Home Address

4026 Burke Ave. N
Seattle, WA 98103

EXPERIENCE

Paidia Studios, Boston, MA

Project manager/Designer

January 2017 – Present

- Plan and run weekly meetings and additional work sessions
- Design puzzles, UI, and user experience for a cross-media AR game
- Assign weekly tasks and goals for individuals on the team
- Set milestones for individuals and the group as a whole
- Help coordinate between teams and individuals across disciplines

United South End Settlements, Boston, MA

Game designer

January 2017 – May 2017

- Created a game based on the guidelines and ideas of a client
- Conveyed the values of a community service organization through game design
- Rapidly produced and iterated upon deliverables for a client

Seattle Music Partners, Seattle, WA

Volunteer/Music Tutor

Fall 2012 – Spring 2014

- Taught elementary school students the basics of music and playing violin
 - Adapted a curriculum for the needs of my student
 - Workshopped with my peers about ways to integrate elements of social justice into our teaching
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SKILLS

- Adept at object-oriented programming, including experience in Java
 - Familiar with Adobe Illustrator, Photoshop, and InDesign
 - Experience with game engines such as Unity and Game Maker Studio
 - Familiar with HTML and CSS
 - Intermediate level of Japanese
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EDUCATION

Northeastern University, Boston, MA

Bachelor of Fine Arts in Games, expected May 2020

Minor in Computer Science

GPA: 3.67