mark savage

Portfolio: marksavagegames.com
Contact: 206-631-1611 | savagemark7@gmail.com
Seattle | Boston

EXPERIENCE

Filament Games | *Game Engineer Intern*   June 2019 – August 2019

- Worked with other developers on educational video games in Unity
- Programmed data driven tools to help interface the designer's content with the game project
- Quickly learned and acclimated to large code bases and designed and implemented new features within them
- Developed player facing interactions for both 2D and 3D UI elements

Funko Games | *Workshopper*   May 2019 – June 2019

- Play tested and helped refine design for scenarios and rulesets in boardgames
- Gave feedback and play data to designers to improve balance and clarity
- Analyzed and identified effective level design metrics to improve game play for a strategy board game

Paidia Studios | *Producer, Lead Designer*   January 2017 – May 2019

- 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
- 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 | *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 custom 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 | *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

SKILLS

Technical Skills:

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

Additional Skills:

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

EDUCATION

Northeastern University | May 2020
Bachelor of Fine Arts (BFA) in Games
Computer Science minor