Mark Savage

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EXPERIENCE

Paidia Studios | Boston, MA
Producer, Designer   January 2017 – Present

- Set meetings, 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; redesigning 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 Game's demo day competition, resulting in their game going on Kickstarter
- 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

Seattle Music Partners | Seattle, WA
Music Tutor   Fall 2012 – Spring 2014

- Taught elementary school students the fundamentals of music and playing violin one on one
- Adapted the curriculum to the needs of my students, selecting pieces, warm-ups, and activities that were most appropriate for the learning goals and skill level of each student
- Workshopped with my peers about ways to integrate elements of social justice into our teaching

SKILLS

Technical Skills:

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

Other Skills:

Project Management: Agile, Kanban, and Scrum
Design Proficiencies: Systems Design, Level Design, Puzzle Design, and UI Design

EDUCATION

Northeastern University | Boston, MA | Expected May 2020
Bachelor of Fine Arts (BFA) in Games, Minor in Computer Science
GPA: 3.63