

Marcus Charles

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Profile

A passionate and driven Game Developer with 5+ years of experience using industry tools to produce game ready assets and textures with industry workflow and 2+ years' experience with coding in C#. Good at keeping on task and managing time when working independently or collaboratively with others.

Strengths

- Worked collaboratively to produce various environments and 3D pieces
- I have a strong work ethic and a constant drive to improve are important traits in any field, but especially in the fast-paced and constantly evolving world of game development.
- Excellent understanding of programs such as Maya, Blender, and Unreal
- Knowledge of scripting within game engine's, such as Unity, with languages like C#

Professional Experience

3D Modeller and Research Assistant - Durham College MRC Studio

Aug 2020 – Dec 2020

- Produced props and other prototype assets in Unity to be used by a game studio for testing
- Worked part time using Maya and Substance painter to produce game ready assets in a timely manner
- Used a repository to work collaboratively with others and keep the client up to date with progress

Education

Game Programming (Online) (Optional Co-op)

Jan 2023 – Aug 2026

Centennial College 3 Year Advanced Diploma

Game Art and Animation

Jan 2022 – Aug 2022

Seneca College Postgraduate Program

Game Art

Durham College 3 Year Advanced Diploma

Sept 2018 - April 2021

Game Development

UOIT (Ontario Tech University)

Sept 2017 – Aug 2018

Science and Technology Program

Port Credit Secondary School

Sept 2013 – Aug 2017

Additional Skills

- HTML, CSS, C#
- Adobe Photoshop, Unreal Engine 4/5, Unity, Blender, Maya, Zbrush, Substance Painter/Designer, Krita, GitHub, GitKraken
- Game prototyping and scripting