

# Marissa Cheves

## *Game Systems Designer*

### PROFILE

Ambitious professional boasting a strong background generating video game prototypes and creating core systems that exceed project expectations. A game creator with robust Lua skills.

### EXPERIENCE

#### Game Developer, Freelance; Portland, OR — 2018-Present

- Review and evaluate competitive products, film, music, television, and other art forms to generate new game design ideas.
- Accomplish project objectives in technical and design areas to facilitate smooth, player-focused gameplay.
- Report development progress and resolve design problems to keep projects on schedule and within budget parameters.
- Experience collaborating with programming, production, art, and design teammates.

#### Game Designer, GameFam; Los Angeles, CA — 2019-2020

- Created distinctive and appealing games by devising engaging art, sound, and camera behaviors.
- Solicited, obtained and integrated feedback from design and technical staff into original game design.
- Wrote production code for a variety of GameFam's projects.

### SKILLS

- |   |                              |
|---|------------------------------|
| • Game programming (Lua)                  | • Conflict resolution        |
| • <b>Troubleshooting and testing</b>      | • <b>Architecture design</b> |
| • Interpersonal and written communication | • Graphic design             |
| • <b>Concept development</b>              | • <b>LiveOps</b>             |
| • <b>Tool development (Python)</b>        | • <b>Economy design</b>      |

## PROJECTS

### Tools design — 2019

- Game server chat stream utility deployed via Python
- Shell access panel with Roblox user command access across Roblox and Discord (*incomplete*)

### Summoners RPG — 2019 @PlaySummoners

- This project was a study in overarching game design focusing on communicating a strong plot and convincing world-building.
  - Basic game prototype and outline prepared for investment acquisition.
  - Managed design documentation detailing mechanics, governing guidelines, and complete story and quest histories.
  - Developed rich, engaging game worlds with robust cultures, characters, and quest lines.

### Gilded Isles TPS — 2019-2020

- Designed and programmed a third-person shooter with a focus on smooth and addicting gameplay and core loops. Successfully sold the IP to GameFam leading up to a job offer.
  - Programmed original game systems alongside unique and entertaining player movement.
  - Coordinated and directed map design and visual media.

### Ultimate Driving contract — 2020

- Programmed game systems under Ultimate Driving team producers to deliver fresh game content to increase player retention and revenue. Assisted in the design of trophy road and competitive rewards systems.
  - Worked with the production team to implement new player engagement methods in LiveOps.
  - Implemented new drag race and player retention systems.

### NDA contracts — 2019-2020

- Worked with several prominent game studios to deliver live production code efficiently.
- Oversaw fast-paced production schedule with deadlines for initial launches, patches, and content expansions.

### Total Warfare — 2020-Present @TotalWarfare

- Original IP based on vehicular combat games like Battlefield. Building towards large-scale combat gameplay with immersive visuals and gameplay mechanics. A detail-focused project highlighting strong design choices and game structure.
  - Creating a free-to-play system with in-game purchases, with strong guidance from an economy model generating 120k in monthly revenue across multiple platforms.
  - Coordinating and directing map design and visual media.
  - Programmed the entirety of prototype game demonstration before team expansion.