Mark Manson

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Auckland, New Zealand

VR/Game Developer

About Me

I want to work on games that have innovative design and break barriers that other games have yet to accomplish, creating games is a passion of mine, and I would like to work with people that have the same mindset.

Eduction

AUT - Bachelors of Computer and Information Sciences - Software Development Major

Experience

Lead VR Engineer at Unlit Games   2018-2023

- C# and Unity skills shown throughout the development of the project, including setting up various gameplay systems, data structures and various other systems integral to the game
- Photon and Unity Networking skills shown through the use of setting up player, enemy and general gameplay elements
- Worked on optimising the game, network and general overall state of the game performance throughout my time working on the project

Senior Interactive Developer at FabCom   2020-Current

- C# and Unity skills shown through setup of UI heavy systems for user setup
- Photon Networking skills shown through the use of setting up various gameplay features that required synchronisation.

IT Intern/App Developer at TDDA   2016-2017

- Android/Objective-C skills shown the through development of the Android/iOS variants of the TDDA App of the app respectively

Skills

- 7 Years of C# Experience
- 5 Years of Professional Unity Experience with 3+ years on personal projects
- 4 Years of Java experience
- 1 Year of Android experience
- 1 Year of Objective-C experience
- 1 Year of C++ experience