

# Mark Manson

+642102204595

[mark.manson.work@gmail.com](mailto:mark.manson.work@gmail.com)

Auckland, New Zealand

## Skills

- 7 Years of C# Experience
- 7 Years of Professional Unity Experience with 1+ 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

## VR/Game Developer

### About Me

Mark Manson wants 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.

### Education

Auckland University of Technology

Bachelors of Computer and Information Sciences Software Development Major 2013 -2015

### Experience

#### Lead Developer on Caravanguard Project 2021-Current

- Worked from the initial design stage
- C# and Unity skills shown throughout the development of the project, including working on player specific interactions, actions and controls
- Photon Fusion skills shown through the use of setting up player specific systems to work through multiplayer

#### Lead VR Engineer at Unlit Games 2018-2023

- Shipped the game in Early Access and Full Release
- 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 through development of the Android/iOS variants of the TDDA App of the app respectively