# Mads Poff

Systems designer with a deep love for old-school multiplayer experiences.

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## Education

**Savannah College of Art and Design**
(2017 – 2021)
   B.F.A. Interactive Design and Game
Development
**South Piedmont Community College**
(2016 – 2017)
   Graphic Design Certification

## Skills and Software

**Engines**
Unreal Engine 4, GameMaker Studio 2,
Unity, Twine
**Version Control**
Perforce, GitHub, GitLFS
**Asset Creation**
Maya, Blender, Photoshop
**Organization**
Scrum (Agile), Trello, Lucidcharts, Excel

## Projects

**Sinister Santa** (2021 – present)
Solo indie developer
   3D Retro FPS under development in
UE4.

**Godslayer** (2020 – 2021)
Systems Designer/Programmer
   3D Retro FPS developed in UE4 with
a core team of seven.

**Buckshot** (2019)
Programmer
   2D Action Platformer developed in
GameMaker Studio 2 with a team of
five.

## Game Design

-   Integrated ancient legends and modern myths to create the core
narrative and combat design of Godslayer.
-   Collaborated with peers and professionals to create engaging
single player first-person shooter combat sequences.
-   Created, implemented, and balanced first-person combat magic
system for player and AI in UE4.
-   Analyzed feedback from playtesting and used results to guide
iteration of combat and control systems.

## Implementation

-   Scripted the mechanics for a dual phase boss fight including on-
ground and in-air attack patterns.
-   Developed components of level scripting in UE4 Blueprints for
modular use by level designers.
-   Designed multiple iterations of an AI system using UE4 with
continued improvement based on player feedback.
-   Created complex animation systems for player characters and AI
in 2D and 3D environments.
-   Optimized 3D game content in UE4 to achieve high performance
during demanding gameplay.
-   Set up independent game launcher and oversaw distribution to
third parties for playtesting.

## Communication and Collaboration

-   Handled software onboarding for new team members and
freelancers.
-   Co-authored and maintained design and technical
documentation.
-   Familiarized team with Git fundamentals.
-   Created daily development logs to track team progress and
problems.
-   Presented content at development milestones for review by
outside experts.
-   Lead Agile sprints and managed team time tracking.