Mads Poff

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

http://mvpgame.dev
mpoff99@gmail.com
(912) 581-0104

Education

Savannah College of Art and Design
(2017 – 2021)
   B.F.A. Interactive Media 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

Untitled FPS (2021 – present)
Solo developer
   3D Arena 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

-   Optimized 3D game content in UE4 to achieve high performance during demanding gameplay.
-   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.
-   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.