

Mads Poff
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Education

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

South Piedmont Community College
Graphic Design Certification

Projects

Godslayer - Systems Designer/Programmer (Winter 2021 – present)

3D arena FPS/"retro shooter"

- Utilized UE4 Blueprints to create core mechanics and systems
- Designed combat interactions between player and AI
- Collaborated with freelancers to facilitate content creation

Buckshot – Programmer (Spring 2020)

2D action platformer

- Created unique character controller for unusual movement action
- Developed RPG-style dialogue system and responsive boss AI
- Managed asset import pipeline to engine

Experience

Freelance Transcriptionist (2017 - present)

- Worked across platforms to deliver high quality audio transcriptions to customers at a fast pace with minimal error
- Used technical skills to overcome difficult audio quality

Software

Unreal Engine 4, Unity, Game Maker Studio 2
Maya, Blender
Adobe Creative Cloud Suite