

Mark Robles

Intermediate Game Designer

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Experience

Intermediate Game Designer

MECHWARRIOR 5: CLANS - PIRANHA GAMES INC.

JUN 2024 - JAN 2025

- Collaborated with technical artists, UX/UI designers, and engineers to develop dialogue tools and art assets for the creation of 37 mission briefing narrative sequences.
- Outlined and implemented the coordinates of 15 unique Points of Interest assets; 3D models to effectively convey the player's spawn points, enemy positions, terrain types, and objectives for 37 in-game levels.
- Cooperated with engineers to generate 74 unique isometric diffuse and heightmap textures for mission briefings to maximize the visibility of a level's terrain and Points of Interest assets.
- Assisted the narrative and audio teams in implementing dialogue and debugging audio files for more than 3000 lines.

MECHWARRIOR 5: MERCENARIES - PIRANHA GAMES INC.

SEP 2023 - JUN 2024

- Designed, balanced, and implemented distinct loadouts for 6 special 'Mech variants for DLC 5: The Dragon's Gambit, and 17 special 'Mech variants for DLC 6: Solaris Showdown - to facilitate different playstyles and strategies in combat.
- Configured over 14 faction rarity levels of the 23 DLC 'Mechs to optimize their appearances in the in-game marketplace and their gameplay encounter rates with players by 15%.

Junior Game Designer

MECHWARRIOR ONLINE LEGENDS - PIRANHA GAMES INC.

SEP 2022 - SEP 2023

- Assisted in the design and implementation of 2 Legends 'Mechs per monthly patch - all with novel weapon loadouts and quirks (weapon, mobility, armor, and utility buffs) to diversify the metagame and increase player engagement by 20%.
- Communicated with 'The Cauldron' - members of a community player group to implement at least 15 'Mech and weapon balancing changes per monthly patch.

Projects

Lead Game Designer, Lead Narrative Designer, Assistant Gameplay Programmer (Unity)

LEGACY OF THE RIFT - ACADEMIC PROJECT

SEP 2021 - DEC 2021

- Spearheaded a three-person team to build a singleplayer action-adventure game with mechanics revolving around the utility of switching between 3 distinct characters; named the top game amongst 7 projects by industry judges.
- Designed core gameplay loops on a weekly basis through rapid prototyping; led the iterative design and balancing process of a total of 9 combat ability systems through 3 extensive in-person and virtual playtesting sessions.
- Wrote story scripts and game design documentation to define the scope and direction of the game's narrative and mechanics.
- Assisted in developing 3 finite state machines that governed the AI of 6 non-playable characters.

Education

Simon Fraser University

INTERACTIVE ARTS & TECHNOLOGY

SEP 2017 - JUN 2023

- BSc; with a focus on game design and interactive systems.

Skills

- **Game Engines:** Unreal Engine 5, Unity • **Development:** C#, Java, HTML/CSS, XML
- **Tools:** Perforce, Jira, Confluence, Microsoft 365 Suite, Adobe Creative Suite, Figma