Mark Robles

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Education

Simon Fraser University

INTERACTIVE ARTS & TECHNOLOGY   EXPECTED GRADUATION: FALL 2022

• Bachelor of Science, Concentration in Interactive Systems, Surrey BC, Canada

Core Competencies

• **Programming**: C#, Java, C++, HTML/CSS

• **Game Engines**: Unreal Engine 4, Unity

• **Computer Tools**: Photoshop, Illustrator, Premiere, Word, Excel, Powerpoint, Figma

Game Projects

Argon Chalice

UNITY 2D – C# SCRIPTING & GAME DESIGN   MAR – APR 2020

• Collaborated with a team of 4 people to improve the efficiency of the game development process: worked with the art lead to produce 7 different characters with unique animations and aesthetics; worked with other developers to redesign, prototype, and implement game mechanics; worked with the media lead to create a 3-minute narration cutscene outlining the game's main conflict and backstory

• Spearheaded the game design process: drafted and produced the game's story, lore, characters, world, and game mechanics to create the core campaign with a cohesive narrative and gameplay

• Authored and reviewed weekly design documentation; enabled the team to set goals to accomplish before deadlines

• Provided regular user feedback to the team based on playtesting; resulted in an increase in team productivity which led to the completion of a full-fledged game within the span of 2 weeks

Beyond Hope

UNREAL ENGINE 4 – VISUAL SCRIPTING & GAME DESIGN   JUL – OCT 2019

• Learned the intricacies of Unreal Engine's Blueprint System to visually script a solo 3D game within the span of 4 months

• Engaged in bi-weekly user playtesting sessions to constantly improve flaws within the gameplay mechanics; users reported a 20% decrease in time to learn the combat system such as creating different ability combinations; decreasing cooldown times for abilities by 40% yielded in a 20% increase in high scores since players could kill more enemies

• Prototyped and implemented game features: created 1 character with 6 total abilities which have unique utilities such as restoring health by 50%; developed a combo system that enabled players to restore their mana on the final hit by 5% and hit multiple enemies in a 360 degree plane; scripted an infinite wave system that spawned 1 enemy every 2 seconds

Leadership Experience

St. Andrew's Parish

TEACHING ASSISTANT – PARISH RELIGIOUS EDUCATION PROGRAM   NOV 2016 - CURRENT

• Creates a classroom environment that is motivating for students and which nurtures the development of their literacy skills and knowledge of the history of the Catholic Church

• Cooperates with other catechists to oversee the organization of church events to foster connections with the members of the Archdiocese of Vancouver