# 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 - APR 2023

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

## Skills

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