

Mark Robles

Intermediate Game Designer

markerpens.github.io
markrainrob@gmail.com
(778) 708 8875

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.

Intermediate Game Designer

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 encounter rates with and against players during gameplay.

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.
- Communicated with 'The Cauldron' - members of a community player group to implement a range of 10 to 20 '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 - SEP 2022

- 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