

# Mark Robles

## Game Designer

Portfolio: [markerpens.github.io](https://markerpens.github.io)

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## Work Experience

### Piranha Games Inc.

#### Intermediate Game Designer | MechWarrior 5: Clans

Jun 2024 - Jan 2025

- Developed dialogue tools and UE5 art assets in collaboration with art and dev teams for 37 mission briefing sequences; contributed to 80% positive reviews upon release on Steam and Metacritic.
- Implemented 15 Points of Interest assets for 37 missions to define spawn zones, enemy clusters, terrain types, and combat objectives.
- Generated 74 custom isometric diffuse and heightmap textures to improve briefing map readability and visual clarity.
- Implemented and debugged over 3,000 lines of dialogue with narrative and audio teams.
- Designed 40 achievements to guide players toward engaging with core combat and system mechanics; collaborated with database leads to integrate achievements across Steam, PS5, and Xbox.

#### Intermediate Game Designer | MechWarrior 5: Mercenaries

Sep 2023 - Jun 2024

- Designed and implemented loadouts for 6 special 'Mechs in DLC 5: The Dragon's Gambit and 17 in DLC 6: Solaris Showdown in UE4; contributed to a 15% DLC sales increase.
- Configured 14 faction rarity levels for 23 DLC 'Mechs to optimize spawn rates and maintain player engagement with DLC content.

#### Junior Game Designer | MechWarrior Online™ Legends

Sep 2022 - Sep 2023

- Helped design 2 Legendary 'Mechs per monthly patch using proprietary CryEngine 3 XML tools; contributed to a 20% surge in active players by diversifying the metagame.
- Partnered with "The Cauldron" player group to implement ~15 balancing changes monthly across 'Mechs and weapons, reinforcing metagame variety.

## Projects

### Legacy of the Rift

#### Lead Game Designer | Academic Unity Project

Sep 2021 - Dec 2021

- Led a 3-person team to develop a narrative-driven action-RPG in Unity featuring character-switching combat; awarded "Best Game" at Advanced Game Design showcase by industry judges against 7 other projects.
- Authored narrative scripts and GDDs to establish game scope and design direction.
- Designed 3 finite state machines to drive behavior for 6 enemy AI types; aided in scripting and development.
- Iterated weekly on combat mechanics and abilities across 9 systems using playtesting and prototyping loops.

## Education

### Simon Fraser University

#### BSc, Interactive Arts & Technology

Sep 2017 - Jun 2023

- Specialized in game design and interactive systems.

## Skills

- **Game Engines:** Unreal Engine 4/5, Unity, CryEngine 3 • **Languages:** C#, Java, HTML/CSS, XML
- **Tools:** Perforce, Jira, Confluence, Adobe Suite, Figma, MS 365