Mark Robles

Game Designer

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Work Experience

Piranha Games Inc.

Intermediate Game Designer | MechWarrior 5: Clans   Jun 2024 - Jan 2025

- Collaborated with narrative, technical art, and engineering teams to build dialogue tools and assets in UE5 for 37 mission briefing sequences; contributed to content improvements post-launch, helping secure 80% positive reviews on Steam and Metacritic.
- Implemented, reviewed, and debugged over 3,000 lines of dialogue and VO assets with narrative and audio teams.
- Wrote and maintained documentation to align briefing asset development timelines and design workflows.
- Designed 15 points-of-interest (POI) layouts to define spawn zones, terrain variety, and enemy placements; created 74 custom isometric diffuse and heightmap textures to improve briefing map visual clarity.
- Created 40 achievements to encourage engagement with combat and core systems; partnered with database leads to deploy achievements across Steam, PlayStation, and Xbox.

Intermediate Game Designer | MechWarrior 5: Mercenaries   Sep 2023 - Jun 2024

- Designed and balanced loadouts for 6 special 'Mechs in DLC 5: The Dragon's Gambit and 17 in DLC 6: Solaris Showdown using UE4, contributing to a 15% increase in DLC sales.
- Configured 14 faction rarity tiers across 23 DLC 'Mechs to optimize spawn distributions both in the marketplace and in-game, boosting player engagement with new content.

Junior Game Designer | MechWarrior Online™ Legends   Sep 2022 - Sep 2023

- Designed, prototyped, and iterated Legendary 'Mech content using CryEngine 3 XML scripting tools, supporting monthly live-ops updates that increased daily active users by 20%.
- Collaborated closely with the player community "The Cauldron" to gather feedback and rapidly iterate balance adjustments across 15+ 'Mechs and weapons, delivering monthly patches that enhanced competitive depth and metagame variety.
- Authored QA documentation to ensure 'Mech loadouts and stat quirks were bug-free and aligned with design specifications.

Projects

Reckoning of the Rift

Lead Game Designer | Simon Fraser University Graduation Project   Jan 2023 - Apr 2023

- Led a 4-person team to develop a narrative-driven, action-RPG Unity project; earned top grades during the graduation showcase.
- Designed 6 playable characters with unique elemental affinities and combat utility; balanced enemy affinities per level to promote diverse hero picks and counterplay, maintaining a 20% character pick rate through data-driven adjustments.
- Led design and balance of combat encounters across 6 levels featuring 4 enemy types and 3 bosses with elemental affinities, iterating through bi-weekly playtests to optimize pacing, difficulty, and player engagement.
- Wrote and implemented over 500 lines of dialogue using Unity's Fungus open source narrative tool.

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, Excel, Adobe Suite, Figma