Mark Robles

Game Designer & Developer

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Core Competencies

- **Programming**: C#, Java, HTML/CSS
- **Game Engines**: Unity, Unreal Engine
- **Computer Tools**: Git, Figma, Photoshop, Word, Excel

Game Projects

Beyond the Rift | Lead Game Designer & Writer

UNITY | C# SCRIPTING & GAME DESIGN   JUL - AUG 2021

- Collaborated with a team of three individuals to create a narrative-driven game that focuses on the impact and repercussions of dialogue choices; led the two-week game development process
- Prototyped and scripted an approval system where the decisions of players affect the approval rating of core characters, thus contributing as a factor that affects and diversifies the outcomes of the game's endings
- Wrote the narrative, dialogue, and backstories of characters; worked with the artist to conceptualize the aesthetics and animations of characters and implement them into the game

Argon Chalice | Lead Game Designer

UNITY | C# SCRIPTING & GAME DESIGN   MAR - APR 2020

- Collaborated with a team of four individuals to improve the efficiency of the game development process: worked with the art lead to produce 7 different characters with unique animations and aesthetics; cooperated with other developers to redesign, prototype, and implement game mechanics in C#; collaborated 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 | Solo Game Developer

UNREAL ENGINE | 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

Education

Simon Fraser University

INTERACTIVE ARTS & TECHNOLOGY   SEP 2017 - CURRENT

- Bachelor of Science, Concentration in Interactive Systems, Surrey BC, Canada; expected graduation in 2022