

Mark Robles

Game Developer & Designer

markerpens.github.io

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Core Competencies

- **Programming:** C#, Java, HTML/CSS
- **Game Engines:** Unreal Engine 4, Unity
- **Computer Tools:** Photoshop, Illustrator, Premiere, Word, Excel, Powerpoint, Figma

Game Projects

Argon Chalice | Lead Game Designer

UNITY 2D | C# SCRIPTING & GAME DESIGN

MAR - APR 2020

- Collaborated with a team of four people 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 4 | 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

Leadership Experience

St. Andrew's Parish | Teaching Assistant

PARISH RELIGIOUS EDUCATION PROGRAM (PREP)

NOV 2016 - CURRENT

- Creates a classroom environment that is motivating for students and which nurtures the development of their literacy skills and knowledge of the history of the Catholic Church
- Cooperates with other catechists to oversee the organization of church events to foster connections with the members of the Archdiocese of Vancouver

Education

Simon Fraser University

INTERACTIVE ARTS & TECHNOLOGY

SEP 2017 - CURRENT

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