

# 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

- Collaborated with art and development teams to develop dialogue tools and art assets in UE5 for the creation of 37 mission briefing narrative sequences; yielded 80% positive reviews on various platforms such as Steam and Metacritic upon release.
- Outlined and implemented the coordinates of 15 unique Points of Interest assets to effectively convey the player's spawn points, enemy positions, terrain types, and objectives for 37 in-game levels.
- Cooperated with developers to generate 74 unique isometric diffuse and heightmap textures for mission briefings to maximize the visibility of terrain and Points of Interest assets.
- Assisted the narrative and audio teams in implementing dialogue and debugging audio files for more than 3000 lines.
- Designed 40 achievements to guide players towards exploring the game's various mechanics; coordinated with database leads to implement Steam achievements, Trophy rarities for the PS5 and Gamerscore values for XBOX Series X|S.

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

Sep 2023 - Jun 2024

- Led the design and implementation of distinct loadouts for 6 special 'Mech variants for DLC 5: The Dragon's Gambit, and 17 special 'Mech variants for DLC 6: Solaris Showdown in UE4; resulted in 15% sales boosts.
- Configured over 14 faction rarity levels for each of the 23 DLC 'Mechs to optimize their spawn rates during gameplay to maintain player engagement with the new DLC content.

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

Sep 2022 - Sep 2023

- Assisted in the design and implementation of 2 Legendary 'Mechs per monthly patch using a CryEngine 3 proprietary editor; resulted in a 20% surge of active players due to the diversification of the metagame.
- Worked alongside a community player group called 'The Cauldron' to implement at least 15 'Mech and weapon changes per monthly patch to optimize balancing and further facilitate metagame diversification.

## Projects

### Legacy of the Rift

#### Lead Game Designer | Academic Unity Project

Sep 2021 - Dec 2021

- Spearheaded a three-person team to build a single-player 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 | BSc

Sep 2017 - Jun 2023

- Specialized in game design and interactive systems.

## Skills

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