Mark Robles

Game Designer

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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 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 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

- Co-developed 2 Legendary 'Mechs per monthly patch using a proprietary CryEngine 3 editor; 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 single-player, narrative-driven action-RPG featuring character-switching combat; awarded "Best Game" at Advanced Game Design showcase by industry judges.
- 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.
- 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