Mark Robles

Game Designer

markerpens.github.io
markrainrob@gmail.com
(778) 708 8875

Education

Simon Fraser University

INTERACTIVE ARTS & TECHNOLOGY – INTERACTIVE SYSTEMS   SEP 2017 – PRESENT

- B.Sc; expected graduation in Spring 2023

Projects

Lead Game Designer, Lead Narrative Designer & Assistant Gameplay Programmer (Unity)

LEGACY OF THE RIFT – ACADEMIC PROJECT   SEP – DEC 2021

- Collaborated with a three-person team to build a 2D, action-adventure game with mechanics revolving around the utility of switching between 3 distinct characters; named best game amongst 7 projects by industry judges
- Wrote story scripts and game design documentation to define the scope and direction of the game's narrative and mechanics
- Designed core gameplay loops on a weekly basis through rapid prototyping; spearheaded iterative design and balancing process of protagonist and antagonist combat systems through extensive in-person and virtual playtesting sessions
- Implemented interactive dialogue systems that gave prominence to player choice, facilitating replayability to obtain all 4 branching narrative endings by making different decisions in multiple playthroughs
- Assisted in developing finite state machines that governed the AI of non-playable characters

Lead Game Designer & Lead Narrative Designer (Unity)

BEYOND THE RIFT – ACADEMIC PROJECT   JUL – AUG 2021

- Cooperated with a cross-disciplinary team to create an interactive storytelling game in 2 weeks that focused on the repercussions and moral implications of dialogue choices; won top project in the entire class for best narrative
- Developed an dialogue system where player choice affects the approval rating of core characters to create a branching narrative that yielded 3 novel game endings

Solo Game Designer (UE4 Blueprints)

BEYOND HOPE – SOLO PROJECT   JUL – OCT 2019

- Utilized Blueprints Visual Scripting to develop a single-player, wave-based survival 3D game in the span of 4 months
- Created 1 character with 6 abilites that facilitated diverse strategies through healing, mobility, and crowd control utility; scripted an infinite wave system that spawned 1 enemy every 2 seconds to create a fast-paced combat environment that maintained player engagement and interest
- Engaged in bi-weekly user playtesting sessions to improve ability balancing; optimized cooldown times of abilities and enemy spawn rates to yield an overall 20% increase in survival times

Achievements

Certificate of Excellence in Game Design

IAT 410 – ADVANCED GAME DESIGN   DEC 2021

- First place at Simon Fraser University's Advanced Game Design Showcase

Skills

- **Programming**: C#, Java, HTML/CSS
- **Game Engines**: Unreal Engine 4, Unity
- **Tools**: Maya, Blender, Git, Figma, Adobe Creative Suite, Excel