

mark savage

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EXPERIENCE

Filament Games | Game Engineer I

July 2020–Present

- Identified, prototyped, estimated, and implemented core system architecture, gameplay features, and user interfaces for varied educational projects
- Collaborated across all disciplines to develop pipelines and tools to best integrate each project teams' work and assets into engine
- Shipped a Unity game start to finish as Lead Engineer on Web, iOS, and Android for iCivics, the nation's largest provider of civic education curriculum
- Developed UX tools, animation systems, and game loop management in a VR therapy game in Unreal Engine
- Communicated scope limitations to clients while accommodating their project's needs and timeline

Filament Games | Game Engineer Intern

June 2019 – August 2019

- Programmed data driven tools to help interface the designer's content with the game project
- Quickly learned and acclimated to large code bases and designed and implemented new features within them
- Developed player facing interactions for both 2D and 3D UI elements

Funko Games | Workshopper

May 2019 – June 2019

- Play tested and helped refine design for scenarios and rulesets in boardgames
- Gave feedback and play data to designers to improve balance and clarity
- Analyzed and identified effective level design metrics to improve game play for a strategy board game

Paidia Studios | Producer, Lead Designer

January 2017 – May 2019

- Restructured and iterated on the work pipeline to ensure consistent deliverables from all team members
- Managed developers in many disciplines, including artists, designers, and web and mobile developers
- Pivoted the structure of the game to best match the creative vision of the project, and redesigned the entire format and scope of the game

Hubble Games | UI Programmer, Designer

May 2018 – September 2018

- Developed a game tutorial for an educational game using Unity's UI tools
- Scripted custom UI elements to be interactable with a custom dialogue system
- Planned and implemented UI animations for player responsive elements
- Designed the UI and mechanics for a game in accordance with the research goals of the project

SKILLS

Technical Skills

Game Engines: Unity, Unreal, GameMaker

Programming Languages: C#, C++, Java, Python

Other Software: Adobe Illustrator, Photoshop, InDesign, Microsoft Office Suite, Morae, Jira, Git

Additional Skills

Project Management: Agile, Kanban, Scrum

Design Proficiencies: Gameplay Design, Level Design, Puzzle Design, Systems Design

3D Modeling: ProBuilder, Blender

EDUCATION

Northeastern University | Bachelor of Fine Arts (BFA) in Games, Computer Science minor

May 2020

- Graduated with Honors
- Granted the Meserve Award in Game Design

