

Mark Ball

Markball.ca

604-589-5753
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SUMMARY

- Passionate in creating action shooter levels
 - Skilled scripter in C# and Blueprint
 - Hardworking with keen eye for detail
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DESIGN SKILLS

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|---|----------------------|
| • Designing Levels | • Modelling |
| • Documentation | • Creating Materials |
| • Pacing/Balancing | • Post Processing |
| • Greyblocking | • Particle Effects |
| • Lighting | • Matinee |
| • Scripting: C#, Blueprint, Kismet, GML | • Debugging |
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SOFTWARE EXPERIENCE

- Unreal Engine 4, UDK, Unity, Gamemaker
 - Adobe Photoshop, Adobe Illustrator, Autodesk Maya
 - Microsoft Word, Microsoft Excel, Microsoft Visio, Microsoft PowerPoint
 - Github, Tortoise SVN, Microsoft Team Foundation Server
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EDUCATION & ACADEMIC EXPERIENCE

The Art Institute of Vancouver - Game Art & Design Diploma

Accomplishments:

- Fall 2014 and Summer 2015: **Honor Roll**
- Winter 2015 and Spring 2015: **Dean's Honor Roll**

Experience:

Chromalife – Gamemaker – Puzzle Platformer

Level Designer and scripter

- Designed multi-stage levels with gradual difficulty arc
- Scripted game functions and mechanics
- Followed tight development schedule within a team setting

Solo Ops – UE4 – Strategic First Person Shooter

Level Designer

- Designed and planned project and scheduled deadlines
- Designed for an intense level geared towards strategic play
- Iterated and balanced design based on playtest feedback
- Created action packed three sequence objective
- Scripted gameplay events
- Created matinee sequences
- Modified existing code to better fit with level design

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EDUCATION & ACADEMIC EXPERIENCE CONTINUED

Fight Me Bro! – Unity – Competitive 1vs1 Platformer – **Steam Greenlight approved**

Level Designer, Scripter, Particle Effect Artist

- Designed a multiplayer level and iterated on feedback
 - Modified original level design to match desired player experience
 - Scripted and modified character abilities
 - Scripted mechanics to increase player feedback
 - Designed and created particle effects
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WORK EXPERIENCE

English Tutor (2012-2013)

INTERESTS

- Gaming
- Observing nature
- Hiking
- Drawing
- Drumming