

Mark McGee

Experience

01/2008-Present Florida Interactive Entertainment Academy Orlando, FL

Lead Designer on *Zephyr*

- Developed and pitched the winning student game concept
- Responsible for creative direction of a 16-person student project over two semesters
- Direct Management of four other designers in charge of level design, UI, AI behavior, user input, sound, and story
- Creation and maintenance of design documents

04/2008-Present Atom Entertainment Inc. Contracted from Orlando, FL

Lead Designer on *Morphin' Marvin*

- Coordinate design decisions for a small team of developers
- Design levels and enemy encounters

08/2007-12/2007 Florida Interactive Entertainment Academy Orlando, FL

Rapid Prototypes and Game Design

Producer for several games with two-week development cycles

Responsibilities include management, design, testing, balancing, and sound

- Metrognome – Rhythm game. A dancing subway gnome has a moral dilemma.
- Human Body – Exploration game with a surprise ending.
- My Big, Fat Scribble Dibble – 2D platformer/battle/collection multiplayer game.
- Blockman – Action adventure. Play as a superhero saving the city from evil villains.

Education

Grad 2008 Florida Interactive Entertainment Academy Orlando, FL
University of Central Florida

Master of Science in Interactive Entertainment

Grad 2007 East Carolina University Greenville, NC

Bachelor of Science in Computer Science

Minor in Philosophy

Skills

- Experience with Perforce, Flash, MS Project, Visual Studio, Unreal Editor, Photoshop, Maya, Adobe Premiere, Adobe Audition, MS Powerpoint, Mind Manager
- Experience programming/scripting in C, C++, ActionScript, Python, Kismet
- Experience working with Mocap studio sessions and greenscreen video shoots
- Excellent technical writing and proofreading skills

Honors

- Finalist in Shockwave.com Game Design Challenge 2007
- Eagle Scout
- Black Belt (Tae Kwon Do)
- Division 1 Track for East Carolina University (2003-2005)
- Computer Science Scholarship (2007)
- East Carolina University Programming Team (2006)

References

Available upon request