

Mark N Barker

Game Design Creative Design Technical Design

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Profile

Mark is a creatively driven systems & mechanics designer with over ten years of experience in a variety of entertainment media fields. A graduating student of Vancouver Film School's Game Design Program, Mark is looking to take this experience into interactive entertainment and media development. Embracing professionalism and problem solving Mark is always looking to excel.

Software Expertise

Adobe CS3
Microsoft Office 2007

AutoDesk 3D Studio Max
AutoDesk Maya
AutoDesk MotionBuilder

Neverwinter Nights Editor
Unreal Editor

Scripting Languages

Flash ActionScript 2.0
Flash ActionScript 3.0

Java
C#

Unreal Script
JavaScript

Development Background

Conspiracy Nut (*Can you put it all together?*)

2007

Project Role: Designer (single person project)

Engine: Analogue

Project Status: Art asset creation for final publishable product

Gizmosis (*In a world of widgets you've gotta protect your Gizmo*)

2008

Project Role: Lead Designer, Project Manager

Engine: Adobe Flash

Project Status: Two month development pipeline complete
Sequel in preproduction

Game site at: <http://www.alienangst.com/gizmosis>

Hench (*Serve the Master*)

2008

Project Role: Game Designer, Conceptual / Technical Art

Engine: Unreal III

Project Status: *Make Something Unreal* competition student entry
Primary production complete

Pesticide (*The Wide Wet Worlds*)

2009

Project Role: Producer, Writer

Engine: Adobe Flash

Project Status: Currently in production, due for completion summer 2009

Education

2008

Vancouver Film School

Game Design Diploma

2004

Guru Digital Arts College

Digital Media Producer Diploma

2002

University of Alberta

Bachelor of Arts (Major: Drama Minor: English)

1998

LS Enterprises

Multi-Media Development Certificate

For Writing and Game-play Analysis visit <http://gameplaytheory.blogspot.com>

Online Portfolio at <http://student.vfs.com/~gdogmark/>

References available upon request

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