

Mark Schwiegershausen

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Education

Drexel University
Bachelor of Science
Game Design and Production

Philadelphia, PA
June 2020
Cumulative GPA 3.69

Skills

Unreal 4, Unity, Adobe Illustrator, Animate, Autodesk Maya, Mudbox, Motionbuilder
Microsoft Office, C#, C++, Java, JavaScript, JSON, HTML, CSS, Wordpress, Invision

Relevant Coursework

Game Development: Workshop I/II
Computer Graphics Imagery I/II

Scripting for Game Design
Computer Animation I/II

Artificial Intelligence In Gaming
User Interface Design

Work Experience

Milkcrate
Digital Product and Graphic Design Intern

Philadelphia, PA
April - September 2019

- Communicated with non-profit clients to develop mobile apps
- Designed wire-frames and UI assets to best represent content
- Built app visuals and linked screen navigation using JSON

Senior Game Design Project

Knock-Off
Team Lead / Technical Artist

Philadelphia, PA
February 2019 - June 2020

- <https://playknockoff.com/>
- Designed mechanics for a multiplayer brawling game with a unique hook.
- Created project road map and managed task assignment for 14 artists and programmers.
- Wire-framed and programmed game UI as well as various art in-engine implementations

Tabletop Game Projects

Recursive Games
Game Developer/Graphic Design

Philadelphia, PA
January 2016 - Present

- <http://recursivegames.net>
- Developed multiple tabletop games focused on few components and quick playtime with moderate strategy
- Demo prototypes at game conventions, run playtests with UNPUB Game Network and Game Makers Guild Philadelphia
- Design visual layout and artwork with Adobe Illustrator for physical assets such as boards, cards and tokens

Junior Game Design Project

Echlo
Team Lead/ Gameplay Programmer

Drexel University
September 2018 - Present

- Lead Producer of an Action-Puzzle 2D game revolving around use of echolocation in a pitch-black deep sea environment
- Managed 7 other students over 8-week production to ensure timely completion of deadlines
- Ran play-testing sessions and redesigned game based on user feedback