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**Skills**

***Game Design***

* Systems, Level, and Economy Design
* PC & Console Design Experience
* Product Ownership
* Design Documentation
* UX Flows / Wireframes
* Focus Group Testing
* Metrics Analysis

***Engines***

* Unreal 4 & 5
* Unity
* UDK

***Programming / Scripting***

* C#
* Blueprint
* Kismet
* Excel VBA

***Software***

* Adobe Photoshop
* Adobe XD, Figma
* Excel
* Tortoise SVN
* Jira, Clickup

**Experience**

**Shadow Health (an Elsevier company)**

**Simulation Lead Designer:** (April 2022 - Present)

* Lead a team of 7 skilled and accomplished designers
* Provide guidance and direction on 6 different products in concurrent development that are aimed at educating nursing students
* Established the simulation design review process and successfully integrated it into the product development pipeline
* Created an onboarding process that has successfully trained many new designers and enabled them to quickly become confident contributors

**Technical Game Designer:** (January, 2021 - April 2022)

* Designed UIs and user flows for simulations for the nursing educational space
* Spearheaded the design, programming, and implementation of a development tool that dramatically reduced the effort required for the most common implementation tasks
* Contributed to every phase of development, taking designs from concept to completion with direct involvement in ideation, designing, implementing, and testing new features
* Awarded the Elsevier Bronze Coin for “always putting myself in the customer’s shoes”

**Chromatic Games (formerly Trendy Entertainment)**

**Lead Designer:** (December 2018 - July 2020)

* Lead Designer for the full development cycle of a shipped and positively received game, Dungeon Defenders Awakened (DDA)
* Led the design of the deep and rewarding RPG mechanics of DDA, including procedural loot, player stat progression, difficulty scaling, and currency systems
* Solely championed the creative direction of acclaimed content updates for Dungeon Defenders II (DD2), which maintains the highest user review scores in DD2’s history
* Created comprehensive design documents for pivotal features and provided direction for systems, UX, level design, and balance. Broad experience across design subdisciplines.

**Technical Designer:** (May, 2017 - December 2018)

* Led the the creation and design of a well-received gear crafting system whose release resulted in significant increases to average play-session duration
* Designed, balanced, and implemented DD2’s player-driven trading economy
* Designed and balanced a monetarily successful “loot box” feature
* Defined key-performance indicators for designed features and analyzed metric data
* Utilized metagame design to create a new game mode for DD2 (Mastery Mode)

**Education**

**Savannah College of Art and Design (SCAD)**

 **Master of Fine Arts** - Interactive Design and Game Development (March, 2017)

 **University of Central Florida**

**Bachelor of Arts** - Digital Media/Game Design (2014)