

MACKLIN GUY

Portfolio: macdguy.org

QUALIFICATIONS

Technical Skills

- Shipped a game on Steam successfully
- Experience with Steamworks
- Extensive experience with online multiplayer gameplay and networking APIs
- Extensive experience with Unreal Engine 4
- Experience with Lua, Python, Flash Actionscript 3, PHP, JavaScript, and C#
- 2D graphics using Adobe Photoshop
- 3D asset creation using Autodesk Maya and 3ds Max
- Extensive experience with Valve's Source Engine
- Knowledge of Object-oriented programming and Component-based engine architecture

Technical Skills cont.

- Experience designing and testing UX for video games
- Experience with Kickstarter and Indiegogo projects
- Knowledge of Windows server management and MySQL
- Knowledge of version control: SVN, Perforce, and GIT
- Developed user-friendly art pipeline for Valve's Source Engine in C#
- Developed 2D Flash game engine, [Verlocity](#), written in Actionscript 3
- Developed multiple-emulator supported arcade front-end

Additional Awards

- Excellence in Broadcast

WORK EXPERIENCE

PixelTail Games LLC Redmond, WA 2015 – Present

Kickstarted own business and hired and managed 10 employees. Worked closely with the employees to produce a game and shipped it successfully on Steam platform.

- I was responsible for all management duties, organizing deadlines, meetings, and public relations.

Tower Unite towerunite.com 2015 - Present

Online multiplayer virtual world party game with various inner-connected minigames. Players earn in-game currency that can be used to unlock items to customize their in-game look and houses. Sequel to my GMod Tower project.

- Project founder and leader; lead Indiegogo campaign which raised 80k
- Handled game design, gameplay programming, UI design, item economy, store front, marketing, 3D modeling, and web design.
- Built with the Unreal Engine 4 and shipped on Steam platform (store.steampowered.com/app/394690)

EDUCATION

Digipen Institute of Technology Redmond, WA Fall 2010 – 2015

Bachelor of Arts in Game Design (Attended)

Coursework: 2D Game Design, 3D Game Design, Game Mechanics and History, Project Management, Game Usability and Analysis, 2D Raster Graphics and Animation, 3D Production, Scripting Languages, Visual Language and Film Analysis, Fundamentals of Music and Sound Design, User Experience

Full Sail University Winter Park, FL Fall 2009 – Fall 2010

Bachelor of Game Arts (Attended)

Coursework: 3D Foundations, Fundamentals of Art, Character Design and Creation, 2D Animation, Production Modeling, Shading and Lighting, Texture Painting and Sculpting

PROJECTS

GMod Tower gmtower.org 2009 – 2015

Online multiplayer mod with a centralized lobby that connects players to various minigames. Players can participate in multiplayer YouTube, casino/cards games, customize their appearance and in-game houses, and other various activities.

- Project founder and leader; over 50K players per month.
- Handled programming, game design, mapping, 3D asset creation, UI design, and web design.
- Programmed in Lua and built on top of Valve's Source engine.

Elevator: Source pixeltailgames.com/elevator 2012

Online multiplayer game featured in over ten internet newsletters and downloaded by hundreds of thousands of people.

Opus opusthegame.com 2011

Music-based side scrolling shooter created in Flash. Reads MP3 audio data and converts it into gameplay in real-time.