

MACKLIN GUY

Portfolio: macdguy.org

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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, C++, AS3, PHP, JavaScript, and C#
- Experience designing and testing UI/UX for video games
- Knowledge of object-oriented programming and component-based engine architecture
- 2D graphics using Adobe Photoshop
- 3D asset creation using Autodesk Maya and 3ds Max

Technical Skills cont.

- Experience with Kickstarter and Indiegogo projects
- Knowledge of Windows server management and MySQL
- Knowledge of version control: Perforce, SVN, and GIT
- Extensive experience with Valve's Source Engine
- Developed user-friendly art pipeline for Valve's Source Engine in C#
- Developed 2D Flash game engine, *Verlocity*, written in AS3
- Developed multiple-emulator supported arcade front-end

Additional Awards

- Excellence in Broadcast

WORK EXPERIENCE

PixelTail Games LLC

Redmond, WA

2015 – Present

Created own business and hired and manage 10+ employees. I work closely with employees to produce video games and we successfully shipped our game, Tower Unite, on the Steam platform.

- I am responsible for all management duties, project planning, 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; led the Indiegogo campaign which raised 80k
- Lead game design and UI design, and handled gameplay programming, 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; raised \$60,000 in donations in half a year; over 50K players per month.
- Handled game design, programming, level design, 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 10 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.