

Mark Manson

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Auckland, New Zealand

Skills

- 7 Years of C# Experience
- 7 Years of Professional Unity Experience
- 7 Years of Multiplayer Centric programming Experience
- 4 Years of Java Experience
- 1 Year of Android Experience
- 1 Year of Objective-C Experience
- 1 Year of C++ Experience

Game Developer

About Me

I want to work on games that have innovative design and break barriers that other games have yet to accomplish, creating games is a passion of mine, and I would like to work with people that have the same mindset.

Education

Auckland University of Technology
Bachelors of Computer and Information Sciences Software Development Major 2013 -2015

Experience

Lead Developer on Caravanguard Project 2021-Current

- Worked from the initial design stage
- C# and Unity skills shown throughout the development of the project, including working on player specific interactions, actions and controls
- Photon Fusion skills shown through the use of setting up player specific systems to work through multiplayer

Senior Interactive Developer at FabCom 2020-2024

- C# and Unity skills shown through setup of UI heavy systems for user setup
- Photon Networking skills shown through the use of setting up various gameplay features that required synchronisation

Lead VR Engineer at Unlit Games 2018-2023

- Shipped the game in Early Access and Full Release
- C# and Unity skills shown throughout the development of the project, including setting up various gameplay systems, data structures and various other systems integral to the game
- Photon and Unity Networking skills shown through the use of setting up player, enemy and general gameplay elements
- Worked on optimising the game, network and general overall state of the game performance throughout my time working on the project

IT Intern/App Developer at TDDA 2016-2017

- Android/Objective-C skills shown through development of the Android/iOS variants of the TDDA App of the app respectively