

Portfolio Link - [Mjbartsch.com](https://mjbartsch.com)

Career Profile

Resourceful and adept game designer with a successful track record in indie development, having launched two games on Itch.io. Proficient across the entire development cycle, from concept to release as part of a team as well as experience in solo-development, particularly in crafting experimental and Virtual Reality (VR) experiences.

Key Skills Profile

- Proficient in contemporary game development tools including **Unity, Unreal Engine, Twine, Clickteam Fusion** for streamlined technical understanding and efficient prototyping.
- Possesses a foundational understanding of programming languages, structures, and conventions including **C#, Python, Clickteam MMF, UE Blueprints, JavaScript, CSS, and HTML 5.**
- Demonstrates advanced expertise in digital creation software (**Photoshop, Premiere Pro, Maya, Magicka Voxel**) for creating visually compelling designs and prototypes.
- Led and coordinated overall design for small indie teams using agile methodologies. Effectively communicated and presented ideas while maintaining updated documentation with a combination of **Word, Visio, Excel**, as well as collaboration tools such as **Notion** and **Trello**.


Education

BA Hons Games Design
Brunel University London

 2020 - 2023


Achieved First-Class Honours

Btech Extended Diploma
Computer Games Design
West Suffolk College

 2017 – 2019

Achieved D*D*D*

National Senior Certificate
Muir College Boy's High School

 2007 – 2015

Attended high school in South Africa, receiving C & B grades in Maths and English respectively, with C+ average grade overall.

Games Experience

Stray Haven | JAMPAC Games | Team of 6 |  06/2023 - 09/2023

- Led game design efforts, steering the creation of challenging puzzles for an isometric 3D puzzler that embodies the central theme of hope. Implemented innovative mechanics and cultivated a collaborative team environment to ensure seamless integration of game elements into the overarching narrative, resulting in a profound and uplifting gaming experience.

Ebb of Ego | Freelance Project |  01/2023 - 04/2023

- Designed and implemented gameplay mechanics focused on the concept of addiction for an experimental VR experience. Crafted an immersive journey where players delve deeper into addiction, with actions and the surrounding environment reflecting this progression.
- Necessitated the design and implementation of a dynamic underwater setting using Unreal Engine 5's Blueprints and Quixel Bridge features. Developed custom VR controls for movement and interactions to enhance the overall experience.

Songwood | O8 Studios | Team of 5 |  01/2023 - 04/2023

- Lead the design of key mechanics and levels for an experimental adventure game where musical notes are combined in order to invoke aspects of the surrounding forest environment.
- Required agile, creative thinking as well as clear and effective communication across multiple disciplines such as music, art, and programming.

CPD Training

- Level 3 First Aid
- Full Driving License UK
- Information Governance
- Food Health and Safety
- Safeguarding Children & Adults
- Fire Safety Training
- Equality and Diversity Awareness
- Datix: Investigating Incidents

I am happy to supply evidence of course completion on request.

References

I am happy to supply additional references upon request, if required.

Career Highlights

- Adopted a holistic approach to game design as **Lead Designer** for Stray Haven, crafting game mechanics and puzzles that enriched gameplay and intricately contributed to the narrative.
- Led a team of four members as **Lead Designer** at Octopus 8 Studio's summer development project in 2022, overseeing all major game elements from concept to implementation. Successfully delivered a product within the tight two-month development timeline, overcoming unique challenges.
- Played a key role as a **Data Administrator** in developing and implementing a new data management system, reducing the reporting process time by 65%.
- Secured third place in a West Suffolk University game jam, completing a game project within a challenging 48-hour time limit, outperforming entries from university students.
- Contributed to curriculum enhancement as a **Lifestyle Leader** by creating engaging activities and games for clients. Improved data collection processes for precise reports.
- Took initiative as a **Sales Consultant** to digitize a 30-year-old paper-based custom job tracking system, eliminating the need for manual searching of historical job entries and significantly improving entry searching efficiency.

Employment History

Lead Designer | JAMPAC GAMES | 📅 Jun 2023 – Sept 2023

- Led overall and level design during the development of *Stray Haven* using Unity. Required high-level creative management across disciplines to ensure coherent vision.

Lead Designer | O8 Studios | 📅 Jan 2023 – Apr 2023

- Drove experimental gameplay and level design in *Songwood* using Clickteam Fusion, with emphasis placed on music, narrative, and art style.

Data Administrator | MoreLife | 📅 Oct 2019 – Sept 2020

- Role included the use of bespoke, complex spreadsheets and databases for the collection and presentation of data sets for internal KPI's and research.

Lifestyle Leader | OneLife Suffolk | 📅 Oct 2017 – Sept 2019

- Required the organising and leading of activities for children and teenagers, and the educating individuals on the benefits of healthy living.

Kitchen Assistant | Catchpole Court | 📅 Jan 2018 – Sept 2019

- Preparing and serving food catered to specific dietary requirements, sterilizing all work areas using appropriate cleaning products to maintain hygiene standards.

Machine Operator | A&B Glass | 📅 Mar 2017 – Sept 2017

- Manufacturing parts within an assembly line, which required the selection, cutting, and welding of parts based on individual specifications and maintaining quality.

Sales Consultant | Francarlo Goldsmiths | 📅 Feb 2016 – Jan 2017

- Advising customers on purchases using in-depth knowledge, basic watch repairs, stock take, and managing financial transactions. Additionally, I assisted in the maintenance of the stores IT infrastructure.