

Mark Elrod

Game Designer

Project Work

- **Tug:** A 1v1 strategy game built for the GMTK Game Jam 2021. I designed the characters' abilities and the positioning-based tug-of-war system central to the game.
- **Unnamed Puzzle Level:** A level for a single player puzzle game created in under 7 days for a design challenge. Using the provided assets, I created a playable level that fit within the given constraints, and earned me one of the top spots in the design challenge.
- **Knights of the Cupboard:** A 1v1 bluffing-card game. I designed the cards' mechanics and rules, ran playtests, and incorporated player feedback, leading to KotC becoming one of the top 2% of games sold by The Game Crafters.

Technical Skills

Unreal 4 • Unity • HTML/CSS • GitHub • Scripting (Blueprints, C#) • Microsoft Office

Professional Experience

Amazing Escape Rooms

Shift Manager

Jan 2023 – Present

Game Master

Dec 2022 – Jan 2023

- Managed game masters by prioritizing and delegating tasks, controlling staffing levels, and training staff.
- Identified weaknesses in escape room design, discussed improvements, and implemented fixes to make escape rooms reach desired 25% success rate.
- Created and maintained documentation on escape room operation, resetting, and managerial duties.
- Maintained a positive and welcoming atmosphere, earning the most 5-star reviews out of all staff members.

Bloc/Thinkful

UX Design Apprentice

Jun 2019 – Apr 2020

- Learned industry best practices and design process standards with a focus on UX Research, visual design, and front-end development.
- Created and deployed projects while learning new tools and frameworks by collaborating with senior product designers.

Technical Writers Inc.

Technical Writer

Jan 2015 – May 2019

- Advocated for customer needs while communicating with Agilent R&D, marketing, and post-launch support teams to create manuals that accurately informed users how to operate Agilent machinery.
- Documented and edited 200+ procedures detailing the operation, maintenance, and installation of Agilent's mass spectrometers and gas chromatographs, minimizing the number of revisions necessary by Agilent staff.
- Increased accessibility of written instructions by creating, troubleshooting, and implementing 300+ HTML-based help pages and 50+ hours of video instructions.

Education

University of Delaware — BS: Mechanical Engineering May 2014

Minors: Mathematics, Biomechanical Engineering