

CHRIS MARKS

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I have worked in a Game Development environment for ten years helping teach students the process of making video games. While teaching I have learned so much myself having filled in many different roles during the development cycle including project management, programming, and asset implementation and creation.

EXPERIENCE

2008 – 2010

TECHNICAL SOUND DESIGNER, FULL SAIL UNIVERSITY

Implemented and managed sound assets for over 100 video game projects at Full Sail University. Also designed and recorded sound effects and dialog for game projects.

2010 – 2015

PRODUCT OWNER, FULL SAIL UNIVERSITY

Managed student teams in a game development environment leading them toward important milestones and project completion.

2010 – 2017

UNITY PROGRAMMER, FULL SAIL UNIVERSITY

Helped students troubleshoot problems with scripting, game-play, and source control while creating game project using the Unity game engine.

EDUCATION

10/30/2009

ENTERTAINMENT BUSINESS, FULL SAIL UNIVERSITY

8/31/2007

RECORDING ARTS, FULL SAIL UNIVERSITY

SKILLS

- Audio Asset Implementation
- C# Unity Scripting
- Interpersonal Communication
- Wwise Middleware
- Game Project Management