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mark yampolsky

education

University of Southern California, expected graduation May 2019

B.S in Computer Science (Games), Minor in Screenwriting

work experience

Technical Design Intern, May - August 2018

Unannounced Title (Under NDA)

DICE Los Angeles - Los Angeles, California

Frostbite, Confluence

- Developed game mode, combat, and level design features with Frostbite and visual scripting
- Pitched and received buy-in from project leadership for a high-level feature proposal

UI Engineer, May 2016 - October 2018

The Maestros (2018)

Systeme Games - Los Angeles, California

Unrealscript, Flash, Scaleform, UDK

- Rebuilt user flow with a nested menu system to allow players to easily access game content
- Implemented and designed front-end components for a progression system, login system, and Steam invites with an emphasis on usability and design language

Research Assistant, July 2014 - December 2015

University of California Irvine, Institute of Software Research - Irvine, CA

projects

More information on my project work can be found at: markmadethis.net

Project Icarus, Creative Director - Unity + Vive/Oculus/Windows MR

- Drove project vision and experience goals on a large multidisciplinary team of developers
- Designed an objective game mode with rising tension driven by mechanics and PvP interactions
- Worked with designers to craft greyboxes for flight-based combat, inspired by gothic structures

Sky Command, UX Lead - Unity + Vive

- Implemented elevator locomotion to enlarge playspaces while maintaining a 1:1 room footprint
- Designed co-presence systems to allow players to problem solve effectively in VR
- Prototyped a modular repair system driven by atomic actions for placement by level designers

Don't Make A Sound, Best VR Game and Best Gameplay, Global Game Jam 2017

- Used to a scripted event system to design a terrifying AI at the center of an echolocation puzzle
- Worked with VR physics to design a roomscale level with immersive physical object interaction

Elevation, Local Multiplayer Game - Unreal Engine 4

- Integrated local multiplayer with assymetric gamepad control schemes
- Built a dynamic grid-based map system with tiles that could be altered by players at runtime

skills

C++, Java, C#, Unrealscript, Actionscript
Perforce, Confluence, Unity, UE4, Frostbite

Maya, Hammer Editor for level design
Flash, Photoshop, Illustrator, and InDesign

awards & honors

Presidential Scholar, 2015
University of Southern California

Viterbi Undergraduate Fellow, 2015
University of Southern California

