



Marc Vousden

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A game developer with the imagination, enthusiasm and the technical ability to adapt to the needs of small teams. A clear and concise communicator with an objective approach to resolving issues.

Personal Projects

The Break In (C#) - Mechanic and level designer on a three man XBLAIG project. Extensively tested platforming mechanics, tuning variables and making minor alterations to the code to identify causes and relay to the programmer. Conducted public play tests for usability and level flow, presenting results back to the team.

Gossip (ActionScript) - A solo prototype using the flex framework. The game design focuses on information transfer between NPC's with the player interrupting this flow to avoid ill feeling. Software design had to accommodate for the large number of objects passed around the system.

Telescopic Traders - Following volunteering with the Hide&Seek pervasive game studio (for both play tests and running other peoples games), I ran my first pervasive game design in October. Clarity of communication was essential to conveying rules to such a high energy game in under three minutes.

Gamasutra Blog - Formalising ideas on game design theory demands me to focus on them in depth and explain them clearly. Several of these posts have been featured on Gamasutra's front page. I've also been featured in GameCareerGuide's design challenge.

Employment:

Build-a-Bear Workshop,	Bluewater	<i>Sales Assistant</i>	Nov 2010 – May 2011
	Uxbridge	<i>Sales Assistant</i>	Sept 2008 – May 2009
			Sept 2006 – May 2007

- Multi-tasking in a constantly changing situation whilst maintaining a high energy, fun environment.
- Hosting parties for up to 12 children to tight time constraints in a busy store.
- Dealing with customer enquiries regarding party booking and loyalty card databases.

Brunel University, Uxbridge	<i>Student Ambassador</i>	Sept 2008 – May 2010
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- Led campus tours under tight time constraints to satisfy daily itinerary.
- Hosted Q&A sessions with prospective students and parents.

Delstar Engineering, Haverhill	<i>Design Engineer</i>	Aug 2007 – April 2008
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- Designed and produced technical drawings for numerous pieces of stage equipment for West End shows.
- Worked closely with project management providing materials lists and obtaining quotes from external suppliers.
- Provided detailed installation plans for equipment.
- Offered remote technical support to installation teams on site, successfully delivering solutions to issues arising from variations in site dimensions.

Qualifications:

Brunel University, Uxbridge	<i>MEng Mechanical Engineering 1st Class</i>	Sept 2005 – May 2010
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- Developed test methodology for impact testing longsword fencing body armour.
- Modules including Strategic Management and advanced modules in solid body mechanics and numerical modelling.
- Developed a design tool in Microsoft Excel to simulate the motion of a flight simulation platform.
- Enhanced an existing A* path finding program written in Visual Basic to support multiple bodies and waypoints.

Bexley Grammar School, Welling		Sept 1998 – May 2005
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A-level - B (maths), C (Physics, Chemistry & Art)
GCSE - 1 A, 3 A, 6 B*

Interests:

I'm a hands on person who likes to put my stamp on the world. From t-shirts and costumes to my first forays into music with a ukulele. I'm also an advocate of playing boardgames in pubs and regularly play 5-a-side football.