

MARCUS SEEGER

TECHNICAL DESIGNER

CONTACT



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marcusseegerportfolio.com

SKILLS

- Unity, Unreal, Roblox Studio
- C#, Javascript, Blueprint
- Jira, Notion
- Github
- Blender & Maya
- Microsoft Office and iWork
- Adobe Suite
- Twine
- Facebook/Instagram Marketing
- Machinations.io

EDUCATION

NEW YORK UNIVERSITY

Tisch School of The Arts, Bachelor of Fine Arts, Game Design, Diploma expected December 2023

GPA: 3.7/4.0

Academic Awards: Honor Roll awarded each year

2019-2023

EXPERIENCE

GAME DESIGN INTERN @ FLOOR 84 STUDIO

June-August, 2023

- Designed & developed multiple high-concepts for top-performing Roblox Game with 1,100+ concurrent players, 34M Total Visitors
- Participated in daily stand up meetings with Programming and Art
- Generated Jira tickets for team
- Led Playtests
- Created & published Fortnite Deathrun Experience

INDEPENDENT GAME DEVELOPER

2019-Present

- Developed and published 3D mobile games on the App Store which have obtained 3000+ total downloads
- Led teams, set deadlines and assigned tasks

VOODOO.IO COACHING/MENTORSHIP PROGRAM

April-December, 2022

- Gained access to Voodoo's mentorship program on creating and publishing mobile games
- Pitched game ideas and developed selected games.

PROJECTS

"PLAY CATS: FRIENDS RESCUE" - ROBLOX

- Designed Daily Rewards Mechanic
- Designed Boxing Cats Level
- Created floor plan of entire upcoming 4th Floor
- Greyboxed & Polished Section 1 & 3 of upcoming 4th Floor

"LOST EUCLIDEAN"

- Project Managed & designed a puzzle game for PC in team of 8
- Premise: Use your flashlight to unveil puzzle objects across various dimensions and progress to the next room.

"ELEMENTS"

- Worked solo for a month and a half to create a Third-Person fighting game for the PC for my Action Game Studio final project
- Premise: Use telekinesis, fire, and ice powers to defeat enemies