Mark Willett

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About Me

With over 14 years of distinguished service in the United States Air Force, coupled with a proven track record in game design, I am an accomplished strategic thinker and project manager. I possess a passion for delivering immersive gaming experiences and exceptional products to consumers. My expertise in leadership, quality assurance, and inspection methodologies positions me to excel in the dynamic gaming industry. I excel in handling product operations to align with business objectives, surpass player/consumer expectations, and maintain stakeholder engagement while achieving product goals. A gamer at heart and a creater focused mind, there is nothing that stops me from making my dreams.

Skills

\# Unreal Engine / Unity / Godot \# Level Design / Blueprints \# Game Design \# Scripting \# UI/UX w XR/VR

\# Photoshop / Image Manipulation / AI \# Problem solver \# Adaptable \# Organized \# Multitasker

\# Analytical thinker \# Strong communicator \# Creative \# Detail-oriented \# QA / Test \# MS Office / G-Suite

Game Development Experience

Content / Level / Gameplay Designer (Proto)
Happy! the Hippo (NDA-RELEASE)

📅 01/2021 – 10/2023 📍 GURBO GAMES, CREDIT: MAYPLES

- **Game Level Design:** Developed and implemented complex game levels, working collaboratively with art and programming teams to guarantee seamless integration of design elements and mechanics.
- **Play testing and Iteration**: Conducted extensive play testing and incorporated feedback to refine level designs, resulting in enhanced player engagement and bettered overall gaming experience.
- **Project Management:** Successfully managed timelines and budgets for multiple projects simultaneously, consistently delivering high-quality work on schedule.
- **Team Mentoring and Collaboration:** Mentored junior designers, providing constructive feedback and fostering a collaborative and productive team environment.
Impact: Tools, design and gameplay fleshed out for rapid iteration during build phase of project.

Game Design Consultant
Flat Kingdom:Paper Cut Edition

📅 2016 – 01/2018 📍 FAT PANDA GAMES, CREDIT: MAYPLES

- **Player Accessibility:** Provided expert guidance on improving player accessibility, securing that the needs of diverse players were considered and incorporated into game design decisions.
- **Art Strategy and Enhancement:** Strategized necessary art changes for a successful product relaunch, focusing on heightening player identity and amending readability.
- **Systems Design:** Identified and resolved critical flaws in systems design, proactively preventing obstacles to seamless game development.
Impact: Game Relaunched w/new updated edition to praise and increased sales.

Additional Notable Projects

- **Kringel Kannon: s**tudent project turned example showcase used for FullSail *(2014-2016)*
- **DIEt SodaPoppin:** mod Amnesia *(Commissioned from Twitch Interactive)*
- **Mrgl-Mrgl:** dedicated World of Wacraft contextual search engine *(Sold Startup)*
- **World of Warcraft 15yr Anniversary Event**: a video highlighting community players *(Talent)*
- **Branch of LachhhTools:** custom tooling for streamers using Adobe Flash for alerts *(FLA/SWF)*
- **GoRD: c**ustom GPT trained on GDScript4 for troubleshooting C# to GDScript games (~120 DAU)

Work Experience (Military)

Munitions Inspector
United States Air Force (RETIRED)

📅 08/2004 – 05/2018 📍 SHAW AFB

- **Munitions Inspection Testing and Certification:** Conducted thorough inspections, certifications, and categorizations of munitions, controlling adherence to established criteria. Tested and repaired munitions to ensure optimal function, following strict MIL standards.
- **Regulatory Compliance:** Assured compliance with Department of Defense regulations for the safe transportation of munitions through public spaces.
- **Leadership and Team Management:** Successfully supervised and led a team of 10+ munitions experts, maintaining 100% compliance with DoD safety standards. Supervised and led a team of over 100 individuals across four agencies, ensuring operational efficiency and adherence to DoD standards.
- **Quality Assurance and Process Improvement:** Spearheaded the development and evolution of Quality Assurance programs adopted across the Air Force, driving improved standards and processes.
- **Inter-Agency Communication:** Prepared highly technical documents for inter-agency communication between the FBI and CIA, outlining standard procedures.
- **Project Management:** Served as the project lead for the transition of USAF technical orders to a digital format, streamlining processes and enhancing accuracy, security, and compliance.

Munitions Explosive Safety
United States Air Force

📅 08/2010 – 10/2018 📍 SHAW AFB

- **Quality Assurance and Testing**: Generated testing content for gamification of explosive safety, resulting in higher standards being met across all of the Department of Defense (DoD).
- **Content Development:** Developed lesson plans and strategies to transition the military component from paper-based technical documents to digital plans.
- **Tracking and Integration**: Developed and integrated tracking systems for munitions across multiple Air Force bases using secure communication channels.
- **Leadership and Automation:** Led a development team in implementing the Combat Accountability System automation strategy, utilizing RFID technology for identification.
- **Training and Content Portal:** Key inspector for explosive safety training and developer of an accessible content portal for field guide use.

Education

Military
United States Air Force

📅 2004 – 2018

- DoD Leadership and Teaching Course
- DoD Teacher (Explosive Safety/Muns Compliance)
- Munitions Inspection Certification
- QA Courses

Game Design | Bachelor of Science
Full Sail University

📅 2011 – 2014

- Created a student programming template with user-friendly accessibility, utilizing skills in game design and programming, as demonstrated in the 2014-2016 Graduate Project
- Received accolades for exceptional work, including an Award for outstanding achievement in game design and programming
- Demonstrated proficiency in game design through the successful development and implementation of the student programming template
- Collaborated with team members to achieve project goals and ensure quality results

Hobbies

Making Meme's   Creating Content   Game Jams   Live Streaming