



MARK HANSON

Game Engineer known for Beyond the Marion

CONTACT

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EDUCATION

BACHELOR OF ARTS:
GAME DESIGN
Graduation Year: 2025
Bradley University

COMPUTER SKILLS

C#
C++
Unreal Engine
Unity
Adobe Premier Pro
Unreal Engine Blueprinting
HTML & CSS

PORTFOLIO WEBSITE

EXPERIENCE

BEYOND THE MARION

Placebo Entertainment | 2024

- First person Narrative based game with a unique minigame twist
- Work in a 21+ person team on a game over the summer remotely
- On contract as a individual contributor of programming
- Core focus on minigames throughout project
- Worked in a pull request oriented GitHub workflow
- Intense month period of bug fixing
- Fleshed out a game from Prototype to Golden
- Briefly was functional lead
- Impactful implementation of code style and commenting
- Published project to Steam and itch.io

HAPPY HAUNTING

Bradley University Caterpillar Global Communication Center | 2024

- Arcade table game(ghost screen) that also had a first person screen(hunter screen) that interacted with each other as a short replay-able game
- 4v1 experience where the hunter is focused on lighting lamps and ghosts are trying to sabotage him
- Lead engineer on a 21+ person team
- Worked with a table top with joy sticks to make a unity game
- Polished both hunter and ghost

CAMPSPLINTERWOOD

Bradley University Caterpillar Global Communication Center | 2023

- First person game in the horror genre where you are tasked to find out about the incident of an abandoned camp and then escape
- Role of Lead Programmer on a 10+ person team
- Heavily collaborated in GitHub which was mostly managed by me when milestones needed new builds
- Ironed out a game from Vertical Slice to Golden
- Heavy amounts of playtesting from other people who never played our game and bug fixing from feedback given
- First game with itch.io page