

# Seth Marrison

Systems Designer | Gameplay Designer | Technical Designer

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## EXPERIENCE

### **MAG Interactive, Sweden — IT Manager**

January 2019 - February 2022

Responsible for maintaining the company's IT systems and providing support where needed. I was the main point of contact for all operational IT matters.

### **MTAB, Sweden — Terminal Manager**

September 2016 - April 2017

Responsible for managing the logistics of goods coming in and out of the warehouse, including fine art and medical machinery.

### **Backyard Bowls, California — Store Supervisor**

September 2015 - June 2016

Responsible for ensuring that the restaurant's daily operations ran smoothly and promoted excellent customer service.

### **Blenders in the Grass, California — Store Supervisor**

June 2014 - August 2015

Maintained an operational work environment through supervising staff and conducting regular schedule and inventory planning.

## PROFESSIONAL PROJECTS

### **Hypnopolis (working title) — Game Prototype**

2017

Consulted to create a prototype of a game level to be shown to investors.

## EDUCATION

### **San Marcos Senior High, California — High School Degree**

2009 - 2012

### **SFI, Sweden — Svenska som andraspråk**

2017 - 2018

### **Futuregames, Sweden — Game development**

2022-2024

## ABOUT

I am a Californian who moved to Sweden in 2016 and have since become a citizen. I have worked in IT for 3 years before pivoting my career to game design, which has been a strong passion of mine for many years.

## SKILLS

**Strong communication skills** with a focus on organization and collaboration

**Excellent tech knowledge** through my background and current position

**Ability to learn quickly** as I am continually working on increasing my knowledge base and applying it to new tasks

## LANGUAGES

Native proficiency in English

Elementary proficiency in Swedish

## PROFICIENCIES

- ❖ Unity Engine
- ❖ Unreal Engine
- ❖ C#
- ❖ Unreal Blueprints
- ❖ Perforce
- ❖ Github
- ❖ Jira
- ❖ Miro
- ❖ Photoshop