Seth Marrison

Systems Designer | Gameplay Designer | Technical Designer

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EXPERIENCE

Odd Raven Studios — *Game Designer Intern*

February 2024 - August 2024

Designed core foundational systems that the game would build upon. I was the primary system designer for nearly all aspects of the game, including combat and enemies, economy, progression, and more. I was able to provide significant improvements to existing design iterations, and created clean documentation for all my work.

MAG Interactive — *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 — 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.

PROFESSIONAL PROJECTS

Odd Raven Studios Game (NDA) — Game

2024

Worked as a system and gameplay designer as an intern.

Hypnopolis (working title) — Adventure Game Prototype

2017

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

EDUCATION

Futuregames, Sweden — *Game development*

2022-2024

SFI, Sweden — Svenska som andraspråk

2017 - 2018

San Marcos Senior High, California — High School Degree

2009 - 2012

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, collaboration, and leadership

Excellent technical knowledge through my background and willingness to learn new skills

Ability to learn quickly as I am continually researching new things and rapidly prototyping and iterating on ideas and systems

LANGUAGES

English - Native

Swedish - Elementary

PROFICIENCIES

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