

JASON MARSH

game designer

Work Experience

LFG Canberra - 2019-PRESENT
Board Game Sales, Tabletop Games-Master

The Chase Australia - 2017-2020
Quiz Show Writer / Researcher

Kathmandu Pty Ltd - 2012-2019
Sales Advisor

Contact

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Education

Adv. Diploma of Professional Game Development

Game Design
Academy of Interactive Entertainment

BSc (Adv) (Hons)

Biology: Ecology & Behavioural Systems
Australian National University

Skills

- Unity
- Adobe XD
- Perforce
- Maya
- R
- Microsoft Office

References

Contact details available upon request

Rik Lagarto – Game Design teacher, AIE

Charles Bishop – Owner, LFG Canberra

Portfolio Projects

Me, Myself & Die

Role: Project Lead, Gameplay & Puzzle Design, UX
14 weeks, August-November 2020

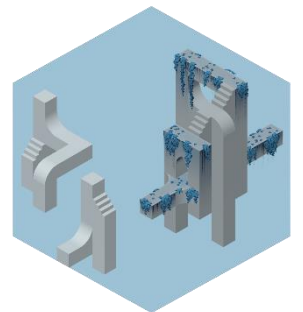
- Created engaging core gameplay
- Crafted many challenging puzzles
- Polished & standardised others' levels
- Designed player tutorial sequence & UX
- Organised & managed a 6-person team
- Developed for Android & PC platforms



Sheer

Role: Gameplay & Puzzle Design, UX
5 weeks, April-May 2020

- Crafted puzzles in non-Euclidean space
- Created elegant gameplay systems
- Designed UX within 'no-UI' restriction
- Worked efficiently within time limitations



Synchronaut

Role: Project Lead, Gameplay Design
6 weeks, October-November 2019

- Created competitive tactical gameplay
- Balanced piece capability & interactions
- Organised & managed an 8-person team



D&D 5e Homebrew Materials

Personal Project: Design, Balance, Writing

- Designed a new player class, including balanced multiclassing
- Overhauled encumbrance system to fit use-case & improve UX
- Reworked exhaustion system to better fulfil design goals
- New magic item system with better progression & economy