Hi there, I’m Mark!

As **Sr. Systems Designer** I combine my creative drive with my technical background to craft **unique experiences**, ensuring our players are rewarded with fun and challenging gameplay.

For the past 14 years...

I've worked on many different pitches and **award-winning projects**, ranging from small-scale, cross-platform games all the way to **full-blown installations** and **AAA title games**.

Now let's take a look at some of my proudest projects!

Project Ethos

2025

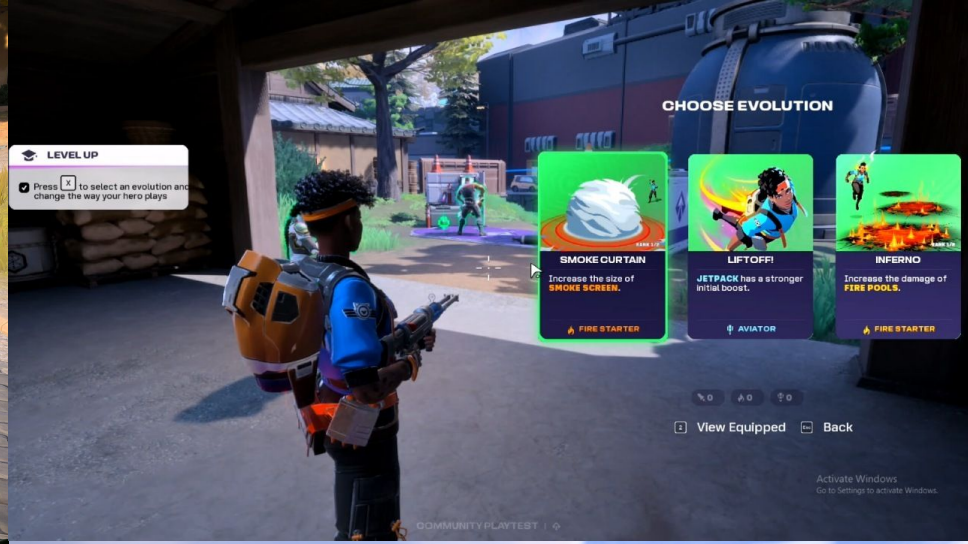
The Project

2K's AAA multiplayer game blends 3rd-person hero shooters with roguelike. Every match allows you to shape your playstyle differently through powerful upgrades that are unique to each hero. The game's main mode, Trials, offers an ongoing, persistent fight where players drop in to extract cores that help their future runs.

My role

As **Senior Game Designer**, I was tasked with creating the in-game activities players would run into across the map in our main mode. I was responsible for designing, prototyping and implementing events and the encounter design around it. Additionally, I was fully responsible for creating Gauntlet - A fresh spin on a head-to-head tournament mode where 16 teams enter, but only 1 leaves a winner.

Click here to watch gameplay footage


LEVEL UP
Press X to select an evolution and change the way your hero plays
CHOOSE EVOLUTION
SMOKE CURTAIN
Increase the size of SMOKE SCREEN.
FIRE STARTER
LIFTOFF!
JETPACK has a stronger initial boost.
AVIATOR
INFERNO
Increase the damage of FIRE POOLS.
FIRE STARTER
View Equipped
Back
Activate Windows
Go to Settings to activate Windows.
COMMUNITY PLAYTEST

BOUNTY NEARBY
A bountied enemy team on your minimap. They carry a lot of cores, but might be a challenging fight!
19:36
EthosPlaytest83
EthosPlaytest80
LV 1
XP 0/4
12

PATHFINDERS

Metro: Awakening

2024

The Project

Metro: Awakening sees the player step into the role of Khan, one of the most mysterious characters in the Metro franchise. This VR prequel allows players to experience a personal and emotional story as they explore the supernatural depths of the metro systems underneath Moscow in its most immersive way yet.

My role

As **Lead Game Designer**, I was tasked with leading both the Level and AI teams. Being part of the game's development from initial prototyping, I set up workflows and methodologies, and built the level team from scratch as we expanded it to a team of thirteen designers, artists and programmers. Additionally, I established the core pillars of creating levels, AI and integrating AI into those levels.

Click here to see the store page

Assassin's Creed: Nexus VR

2023

The Project

Assassin's Creed Nexus VR aims to immerse players in a true AC experience where they become the assassin, by allowing them to embody fan favorite characters through the means of VR. Players can freely move through multiple open maps, where they can climb and parkour everywhere and choose how to achieve their objectives the way they want.

My role

I assisted Ubisoft in realising Assassin's Creed in VR by becoming the point person responsible for bringing the franchise's signature 3C movement to VR platforms. I designed, tweaked and iterated on the core components of the parkour system that players can master while playing Assassin's Creed: Nexus VR.

Click here to
see the store page

Freezing Point VR

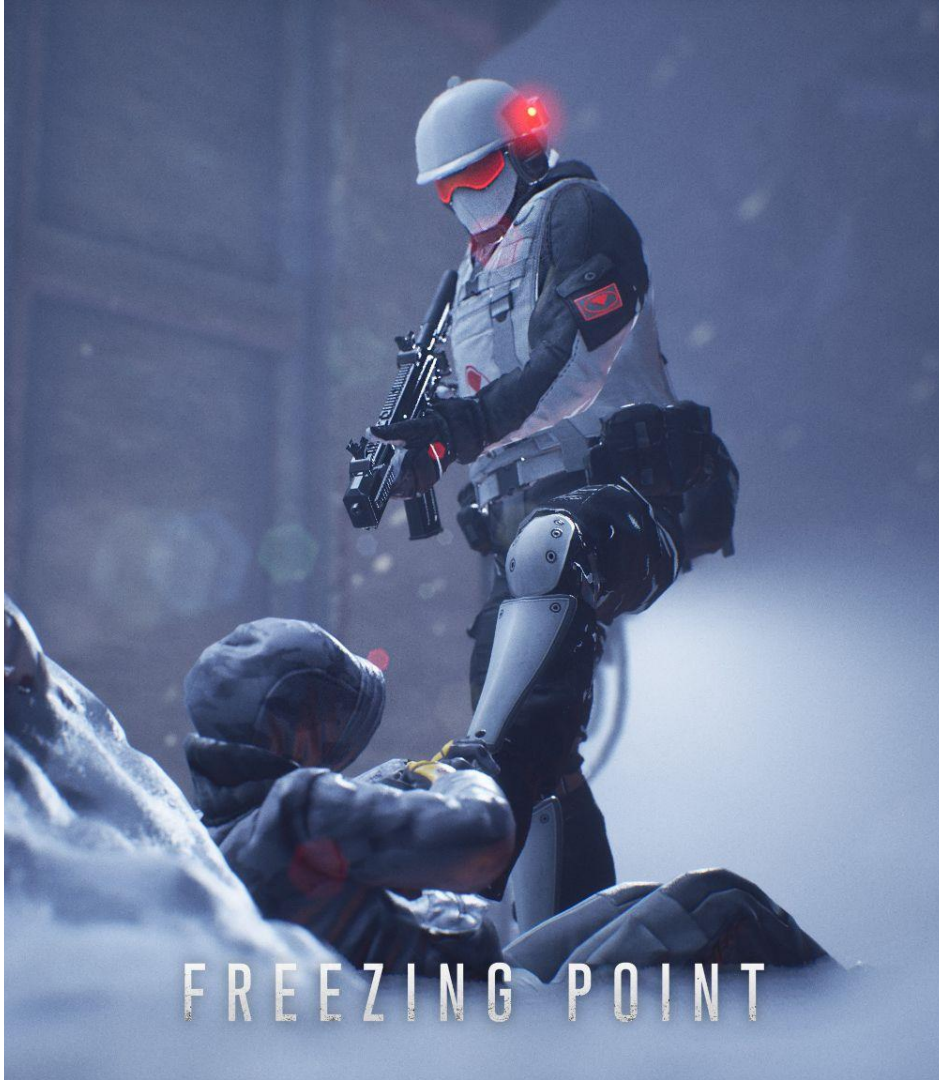
2020

The Project

To highlight the strength our company has in VR, we created a vertical slice. The player has to stop an insurrectionist group from launching a nuclear missile by making their way into the enemy's mountain base, navigate through difficult terrain and battle a multitude of trigger-happy enemies.

My role

I took responsibility for multiple facets of the game's design in this project, taking ownership of both the exotic navigation as well as combat systems. I spearheaded the design of the climbing and zero-g sections of the game and orchestrated the flow of the combat components.



FREEZING POINT
FORCE FIELD

FREEZING POINT
FORCE FIELD

FREEZING POINT
FORCE FIELD

FREEZING POINT
FORCE FIELD

AT&T: The Batman Experience

2019 - AT&T

The Project

To celebrate Batman's 80th anniversary, AT&T stole the show at Comic-Con with The Batman Experience: an interactive exhibition featuring the coolest activations to ever hit the Batman universe. We allowed visitors to take a skydive through VR, punch villains on an interactive punching bag and just chill out and play some of Batman's most iconic games created in the past 3 decades.

My role

I was part of the creative leadership from start to finish. My main focus was on the VR experience, where I pitched the idea to the client and created its storyline. I then prototyped various approaches to realise this experience, after which I oversaw all the visual implementation for each of the 3 activations.

Click here to watch the VR experience

BATMAN

DC
EXPERIENCE

Tom Clancy's Jack Ryan Experience

2018 - Amazon Prime Video

The Project

This innovative introduction became the most talked about activation at Comic-Con 2018 as we allowed players to freely navigate an open space in VR. During this experience they rappel out of a helicopter, shoot a physical gun, zipline through explosions and drive a car in a high-octane chase through a war-torn town in Yemen, without ever taking off their headset.

My role

I created the level design and enemy behaviour, as well as helped with on-site development and implemented all the hardware and backend integrations. Additionally, I designed and implemented the visual cue system for our real-world actors to understand what the players see.

Click here to watch the PR reel

TOM CLANCY'S
JACK RYAN
PRIME ORIGINAL

Nike React’s Game Of Go

2018 - Wieden+Kennedy Portland and Nike

The Project

To celebrate the launch of the new Nike React shoes, we gave people the ability to virtually compete against one another with a game that used sensors and a treadmill to render runners on massive LED screens in the middle of Los Angeles.
A technological tour de force, attracting press across the nation.

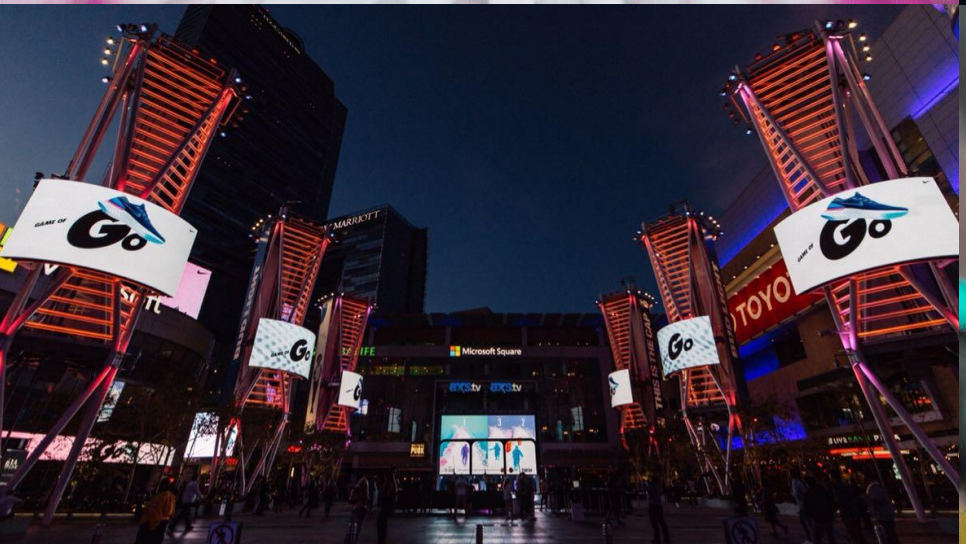
My role

After concepting and prototyping the gameplay, I programmed everything the user would see on their screen (flow, gameplay, UI) and owned the level design. On-site I helped with additional development and integration between the game, treadmills and immersive effects such as wind and light.

Click here to watch the case

GAME OF Go

GET READY!


Go
Microsoft Square

KLM Jets

2015 - KLM Royal Dutch Airlines

The Project

Jets was an endless runner in which the player could fly through the iconic streets of New York and the memorable canals of Amsterdam. It was inspired by other endless runners such as Temple Run and Subway Surfer, but its multi-dimension gameplay took the genre to a completely different level.

My role

Jets had already been released in the app stores, but wasn't running as we had hoped. For our New York update, I successfully increased the ARPU by reimagining the entire monetization of the game and tweaking the game design for higher player retention. Additionally, as SCRUM Master, I led the team from deliverable to deliverable, removing all roadblocks along the way.

Click here to view the trailer

KLM
Jets
KLM
KLM
KLM

SXPD

2014 - Little Chicken Game Company

The Project

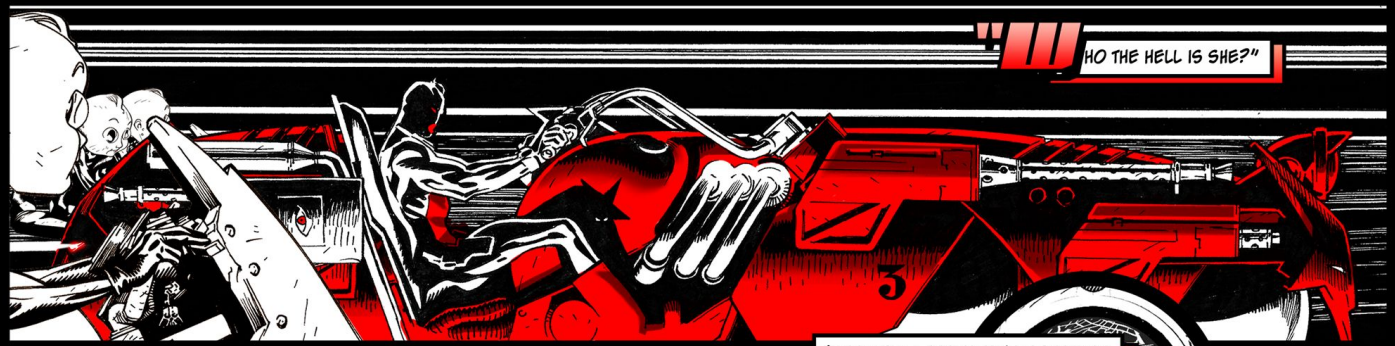
SXPD is the world's first true mix of a comic book and action-packed game. Race into a black-and-white first person shooter, where you chase down enemies on a supercharged bike. Available for both Android and iOS, this game hit the top of paid apps within the first few weeks after release.

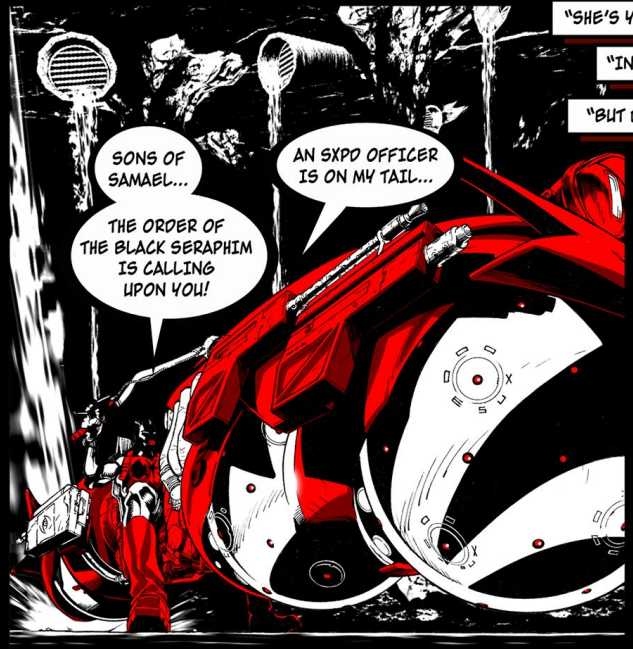
My role

On this project I was the only developer for 4 years straight. During the last few months, I completely rewrote all of the code, starting from scratch again. I then designed and implemented every feature; from world spawning to AI.

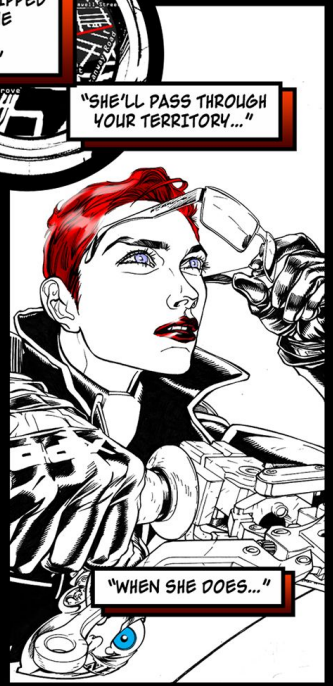
I was also in charge of the finer details of the game design, truly owning the complete process.

Click here to see the gameplay


"WHO THE HELL IS SHE?"


SONS OF SAMAEL...
THE ORDER OF THE BLACK SERAPHIM IS CALLING UPON YOU!
AN SXPD OFFICER IS ON MY TAIL...

"SHE'S YOUNG..."
"INEXPERIENCED..."
"BUT DETERMINED."
"SHE WILL LIKELY HAVE EQUIPPED HER BIKE WITH ONE OF THE OBIA DOLL'S GPS DEVICES TO TRACK ME."


"SHE'LL PASS THROUGH YOUR TERRITORY..."
"WHEN SHE DOES..."

SMASH!
MODE
PURSUIT

Thank you.

There is still so much more I can show and explain to you. But if this sparked your **imagination** or made you excited to work together with me, don't hesitate to contact me via email or phone.

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