

MARC WALKER

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PERSONAL PROFILE

BSc First Class Honours Graduate from the University of Brighton, my career goal is to eventually become a Producer within the games industry. I'm a passionate team player that enjoys collaborating on various game related projects with developers and organising a plan of action to achieve a goal. Hobbies of mine include programming, streaming and attending public game dev events and talking to developers across the UK.

EXPERIENCE

Indie Team Project

September 2020 - January 2021

Producer

- Advised and incorporated a scrum framework early in project development to help with team productivity.
- Encouraged regular scrums, organised sprint planning to discuss user stories and epics for next sprint with devs.
- After 3 week sprints were complete I would also host sprint reviews with devs to check game and backlog progress.
- Organise sprint retrospectives with the team to discuss potential improvements before the next sprint.
- Regularly support developers by assisting them in solving issues that could effect their workflow and progress.
- Using Jira to organise sprint backlogs, keep track of tasks and priority manage work with other developers.
- Begun learning scrum in more detail to pass the PSM1 exam and become 'Scrum Certified' in the future.

University of Brighton

October 2019 - Feb 2020

Producer for Student Published Game Project

- Discuss with 20 student developers on potential features to be added within the game and the possible risks.
- Create and add tasks to online Kanban board on Trello, making allocation more dynamic and reducing blockers.
- Responsible to individually discuss with students on their weekly limits and help foster a healthy work balance.
- Oversaw and fixed potential bottlenecks like assigning lead roles to help with task management in each division.
- Hold regular meetings with project director and division leads to review the projects continuous progression.

October 2018 - June 2019

President and Founder of the Game Jam Society

- Responsible in scheduling weekly meetings, engaging with the board and members to plan future events.
- Organised students for 'UKIE Student Game Jam 2018', our Uni had the highest turnout throughout the UK.
- UKIE judges voted one of our game jam teams Winners of the 'Accessibility Award' against other Universities.
- Created 'Gay(M) Jam' to help educate and solve issues on creating positive LGBTQ+ elements into games.
- Collaborated and regularly adapted event plans with game studios like Hangar 13, Studio Gobo and Unity.
- Winner of 'University award for Outstanding Contribution' for my Game Jam Society endeavours.

November 2017 - June 2020

Student Representative

- Bought C++ back into the degree and help advise course structure to better fulfill game industry needs.
- Created more chances for students to learn with Unity and Unreal game engines during their degree.

Leeds Castle

August 2006 - July 2016

Full time / Part-Time Agency Chef

- Worked in various high pressure environments under strict deadlines within a team.
- Held personal responsibility of smaller functions held during the day and overseeing more junior staff.

EDUCATION

University of Brighton

September 2017 - June 2020

BSc Computer Science Games; Year 1: 1st, Year 2: 1st, Year 3: 1st