

MARCUS MONTGOMERY

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SUMMARY

I am a Senior Game Designer, with a diverse skill set and 10+ years of experience, who believes great games are created through prototyping, process, and people.

- I embrace rapid prototyping to reveal unknowns and push development forward.
- I establish design processes to encourage creativity and quality while meeting deadlines.
- I empower teammates through clear feedback/documentation, playtest organization, and mentorship.

PROFESSIONAL EXPERIENCE

Limbic Software, San Francisco, CA

July 2016 – November 2017

Lead Game Designer

Zombie Gunship Survival (iOS, Android)

- Set priorities of feature development along with production staff.
- Responsible for maintaining the unique three faction combat of Zombie Gunship Survival.
- Balanced all player weaponry comprised of over 30 weapons.
- Established enemy health and damage scaling for combat balance.
- Setup gacha box drop tables and worked with engineering on creating data sheet format.
- Designed UI flow for base interactions and player workshop.

Glu Mobile, San Francisco, CA

May 2015 – April 2016

Lead Game Designer

Unannounced 3rd Person Shooter (iOS, Android)

- Created 3 distinct enemy factions designed for creative user-generated base defense combination.
- Prototyped combat experience to prove out weapon combat and demonstrate flexibility of base defense design.
- Designed replayable mission structure providing players with mission objective diversity and opposition variation.

Kixeye, San Francisco, CA

November 2012 – May 2015

Lead Game Designer

TOME:Immortal Arena (Web Browser, Steam)

- Designed and organized the tutorial sequence resulting in a 15% increase in D7 retention.
- Planned the Quests system resulting in 27% increase in D7 retention.
- Initiated matchmaking algorithm change reducing Glicko-2 score disparity between competing teams.
- Restructured design team and processes to meet live-op design milestones.

Backbone Entertainment, Emeryville, CA

August 2006 – October 2012

Senior Designer

Dance Central 3 (X360, Kinect); **Wolf of the Battlefield: Commando 3** (XBLA, PSN); **1942: Joint Strike** (XBLA, PSN); **Ugly Americans: Apocalypsegeddon** (XBLA, PSN); **Gauntlet** (DS; Unreleased)

- Headed design of Wolf of the Battlefield: Commando 3, 1942:Joint Strike, and Ugly Americans: Apocalypsegeddon.
- Designed/tuned enemy behaviors and player abilities for Commando 3, 1942, Ugly Americans and Gauntlet DS.
- Created supporting designs, mockups, and copy for client proposal requests to land new studio work.
- Mentored design staff through work critique, creativity exercises, game deconstruction, and task planning.

Sony Computer Entertainment, Foster City, CA

May 2001 – May 2006

Senior Designer

Rise to Honor (PS2); **Unreleased 3rd Person Action Game** (PSP)

- Cultivated and tuned enemy behaviors and melee combat mechanics for an unreleased PSP title.
- Revamped fight coordination system and improved functionality from Rise To Honor.
- Implemented and scripted two levels, while developing all fight scenarios in Rise to Honor.
- Directed animation and engineering implementation of melee related player abilities.

The 3DO Company, Redwood City, CA

March 1998 – February 2001

Level Layout Director

Army Men: Air Attack 2 (Playstation); **Army Men: Air Attack** (Playstation); **Uprising X** (Playstation)

- Designed and scripted two single player levels for Army Men: Air Attack 2, Army Men: Air Attack, and Uprising X.
- Mobilized the design team on Army Men: Air Attack 2 by tracking productivity and quality.

EDUCATION

Cornell College, Mt. Vernon, IA - Bachelor of Arts - Computer Science