Mark Tadros

Technical Design & Code

Profile

I'm a Technical Designer with over **4 years** of industry experience using **Unreal Engine** and specialising in creating systems, tools, and supporting Game Designers. My passion comes from empowering ideas that foster cross-disciplinary teamwork, each developer's perspective producing distinct and memorable player experiences.

Key Skills

Design	Technical	Software & Misc.
Systems Prototyping	C++ & C#	Unreal Engine & Unity
Technical & Design Documentation	Python & Blueprints	Excel, Miro, Confluence, & Jira
Workflow Automation & Utility Tools	HTML, CSS, JavaScript, & PHP	Perforce, Swarm, Git, & Jenkins
Numerical Data Design		Photoshop, Premiere, & After Effects

Relevant Work Experience

Technical Designer on **WARDOGS** [Jan 2024 – Present]

Bulkhead, Team of 200+

- Scripted scalable game features, meta skills, and a reward system supporting 500+ resource scenarios.
- Mentored three Junior Technical Designers while leading workflow optimisation and system/documentation reviews.
- Built custom editor tools that enabled modular content creation and streamlined analytics.

Technical Designer on TimeSplitters: Next [Feb 2023 – Jan 2024]

Free Radical Design, Team of 90+

- Prototyped early-stage systems including the inventory and missions framework for a multiplayer environment.
- Implemented meta snapshots and their user interactions in collaboration with our live-service Producer.
- Defined early technical standards during pre-production by creating **blueprint guidelines** and **Python validation**.

Junior Technical Designer on TimeSplitters: Next [Nov 2021 – Feb 2023]

Free Radical Design, Team of 15

 Created weapons, abilities (GAS), game modes (Experiences), and Al scenarios (State Trees) using early versions of our internal tools, helping modularise and define their use through technical documentation.

Game Design Intern [Summer Internship, 2018 & 2019]

Octopus 8 Studios, Team of 30+

Co-designed an alchemy-based crafting minigame for a small, interconnected Metroidvania.

Education and Awards

M.Sc. (Distinction) Computer Games Programming [2020 – 2021]

Goldsmiths University, London

Focus on mathematics & graphics, advanced object-oriented programming, and AI for games.

BA (First-Class Hons) Games Design - Technologies [2016 - 2019]

Brunel University, Uxbridge

Focus on Game Design and theory with its integration in technology including system prototyping & numerical design.

Academic Excellence Scholarship - Awarded for achieving exceptional academic grades.

Brunel University, Uxbridge

Achievements and Volunteer Work

Selected as one of two HERO students at Brunel, representing the course while assisting with lectures, open days, and classes.

Nominated and presented our dissertation at Brunel's Digital Design Show in front of industry professionals.

Volunteer **Toe-By-Toe tutor** since 2014, supporting students who have additional learning and physical needs, as well as an **Asylum Support** translator for Arabic-speaking families in Derby.

Always looking for my next Game Jam, as well as a worthy adversary for my army of rats (Warhammer & MTG).