

Mark Laframboise

Lead Game Designer

mark.laframboise@gmail.com • 1-647-471-2431 • marklaframboise.com

Professional Experience

Lightning Rod Games 2013 - Present
Co-founder Remote

- Managed a fully remote team of up to eight full time employees, plus third-party service providers for art, audio, localization, QA, porting, PR/marketing, accounting, and legal — simultaneously
- Implemented core gameplay features in C# and Unity editor tools that touch on virtually all aspects of the final product, including: player controllers, enemy AI, combat abilities, cutscene timelines, progression and reward systems, narrative systems, and UI/UX
- Provided leadership and mentorship to team members, empowering them to have ownership over their areas of expertise on the project
- Established scope, budget, and design direction for all projects
- Secured project funding of over \$4.5M CAD through government programs and publishers, including negotiating to be part of first cohort on Apple Arcade
- Partnered with academic researchers at Ontario Tech University to invent the best UX for digital paper folding
- Winner of multiple awards including Best Mobile Game at 2021 Canadian Game Awards and Outstanding Family Game at 2020 NAVGTR Awards
- Speaker at Experimental Gameplay Workshop at GDC 2017

Interactive Ontario 2022 - Present
Board Member, Advocacy Committee Remote

- Advocated for the improvement of programs at the Canada Media Fund and Ontario Creates
- Advocated on behalf of issues directly affecting small-size indie studios in Ontario
- Facilitated round table discussions at Interactive Ontario Impact Forums

Disney Interactive (Playdom) 2011 - 2012
Jr. Game Designer Palo Alto, CA

Disney Words of Wonder

- Developed game systems, including design of objectives, scoring algorithms, and boosts
- Created new level layouts and designs
- Wrote and maintained detailed specs for new features
- Designed, implemented and maintained A/B tests of new features
- Assisted with project management, including pitching designs to Disney executives

Education

University of Waterloo 2009
Bachelor of Arts

Honours Psychology
Computer Science Minor

University of Toronto 2020

School of Continuing Studies
Foundations of Project Mgmt
Agile Essentials in Project Mgmt

Volunteering

Lions Club 2022 - 2024
Volunteer Paris, ON

**Brantford Community
Hockey League** 2022 - 2023
Assistant Coach Brantford, ON

Skills

- Dev team leadership
- C#/C++ scripting and Blueprints
- Unity and Unreal editor tools
- UX design and game feel
- Proactive problem solving
- Clearly communicating design ideas to cross-disciplinary team members
- Writing and delivering effective pitches

Interests & Hobbies

- *Dungeons & Dragons* (DM & Occasional Player)
- Rec League Soccer
- *Warhammer 40K: Kill Team*
- *Star Wars: Unlimited*
- Currently Reading: *The Stormlight Archive* (series)
- Currently Playing: *Wayfinder*; *Dragon Age: Veilguard*

