# **Seth Marrison**

Systems | Gameplay | Technical

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#### **EXPERIENCE**

# **MAG Interactive** — *Game Designer*

September 2024 - Current

Currently supporting our core puzzle games as a technical designer. I have created and implemented new content and system features, and fixed bugs and improved the engine within our Blaster puzzle game that has over 100k daily active users.

# **Odd Raven Studios** — Game Designer Intern

February 2024 - August 2024

Designed core foundational systems that the game would build upon. I was the primary system designer for nearly all aspects of the game, including combat and enemies, economy, progression, and more. I was able to provide significant improvements to existing design iterations, and created clean documentation for all my work.

# **MAG Interactive** — *IT Manager*

January 2019 - February 2022

Responsible for maintaining the company's IT systems and providing support where needed. I was the main point of contact for all operational IT matters.

# **PROFESSIONAL PROJECTS**

# **MAG Interactive** — Blaster Puzzle Game

2024 - 2025

Working as a technical designer, previously as a level designer.

# Odd Raven Studios Game (NDA) — Game

2017

Worked as a system and gameplay designer as an intern.

### **EDUCATION**

**Futuregames**, Sweden — *Game development* 

2022-2024

**SFI**, Sweden — Svenska som andraspråk

2017 - 2018

San Marcos Senior High, California — High School Degree

### **ABOUT**

I am a Californian who moved to Sweden in 2016 and have since become a citizen. I worked in IT for 3 years before pivoting my career to game design, which has been a strong passion of mine for many years.

#### **SKILLS**

Strong communication skills with a focus on organization, collaboration, and leadership

Excellent technical knowledge through my background and willingness to learn new skills

Ability to learn quickly as I am continually researching new things, rapidly prototyping, and iterating on ideas and systems

#### **LANGUAGES**

English - Native

Swedish - Elementary

## **PROFICIENCIES**

- Unity Engine
- Unreal Engine
- ❖ C#
- Unreal Blueprints
- Perforce
- Github
- Jira
- Miro
- Photoshop