

# MARK HORNE, JR.

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## SKILLS

Unity Unreal Engine Adobe Photoshop Adobe After Effects Adobe Premiere Pro  
Autodesk Maya Final Draft Twine Narrative Design Level Design Graphic Design  
3D Modeling UV Mapping Texturing Writing Illustration

## EXPERIENCE

### **Escape - Text Adventure Game - 2019**

*Writing, Game Design*

- Wrote storyline and characters.
- Used Twine to design branching narrative for player.
- Designed Title Screen.
- Released on Itch.io.

### **Say Cheese! - Short Film - 2019**

*Writer, Director, Producer*

- Used Final Draft to write screenplay.
- Collaborated with DP to plan shots.
- Met Editor to discuss changes to final cut.

### **Clash of Tales - Card Game - 2019**

*Card Design, Game Design, Co-Lead*

- Developed game mechanics and prototype.
- Guided playtest and documented feedback.
- Collaborated with team of three to illustrate five character, one trap and two weapon cards.
- Used photoshop to design UI for front cards and pattern on the back.
- Printed cards using thegamecrafter.com

## EDUCATION

*B.F.A. in Interactive Design and Game Development*

*Savannah College of Art and Design (SCAD)*

*Atlanta, Ga*

*Graduated August 2021*