Martin Blackmore
GAME DESIGNER

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604.719.4078

View my Showreel

SOFTWARE SKILLS

Skill	
Unity	
Relic Essence Engine	
Unreal 3	
Photoshop	
Lua	
C#	

—————— # QUALITIES

Game Player Experience Geek
Process & Pipeline Development
Research
Visual Scripting
Creativity

Makes a mean cuppa
SCRUM Hustler
Team Player
Perfectionist
Pragmatic
Mentor

SUPER

HUMAN

WORK EXPERIENCE

Blackbird Interactive
(2014 - 2016 & 2018 - Present)
Senior Designer / Product Owner
Homeworld: Deserts of Kharak, 2 unreleased

Relic Entertainment
(2016 - 2018) Senior Designer
Age of Empires IV, Dawn of War III

Nine Tails Studios
(2013) Lead Designer
Monsters Rising

Smoking Gun Interactive
(2009 - 2013) Senior Games Designer
NASA: Mars Rover Landing, Kinect Adventures, Freefall Racers

Propaganda Games / Disney Interactive
(2005 - 2009) Senior Level Designer
Turok, Pirates of the Caribbean: Armada of the Dammed (unreleased)

Codemasters
(1997 - 2005) Level Designer / Lead Level Designer
Colin McRae Rally series 1 - 5