

MAREN PATTERSON

, M.C, GC.ID, GC.SD

972-379-8639

marenpatterson@yahoo.com

Portfolio: marenpatterson.com

GAME DESIGNER | WORLD DESIGNER | CHARACTER DESIGNER | DEVELOPER

Creative Game Designer and Digital Media Professional with experience designing gameplay systems, game worlds, interactive experiences, multimedia content, and digital environments. Founder and Lead Developer of an independently developed commercial game project, overseeing character design, world-building, gameplay development, audio production, creative direction, and publishing operations.

Combines expertise in game design, visual storytelling, multimedia production, software development, user experience design, and interactive media to create engaging player experiences. Passionate about gameplay-driven character creation, immersive world design, environmental storytelling, and iterative development processes.

PROFESSIONAL EXPERIENCE

Maren Games LLC

Founder | Game Designer | World Designer | Character Designer

2025 – Present

- Founded and manage all business operations for an independent game development studio.
- Lead development of *BLACKHAT espionage*, an original game project progressing from concept through commercial release.
- Design gameplay systems, player progression mechanics, mission structures, and interactive gameplay experiences.
- Create gameplay-driven characters with unique identities, abilities, strengths, weaknesses, and strategic player roles.
- Develop immersive 3D game environments, world layouts, level structures, and environmental storytelling systems.
- Design character concepts that support gameplay objectives, player engagement, and long-term progression systems.
- Create and maintain detailed design documentation covering gameplay mechanics, character systems, environments, and production milestones.
- Conduct iterative testing and refinement of gameplay features to improve balance, usability, and player experience.
- Produce game audio, visual assets, branding materials, and supporting multimedia content.
- Manage publishing workflows and commercial release preparation for Steam and Epic Games Store platforms.
- Collaborate with artists and external resources to support game production objectives.

JPMorgan Chase & Co.

Digital Learning Developer 2 | Instructional Designer | Digital Experience Designer

2024 – 2025

- Designed engaging digital experiences emphasizing user interaction, feedback systems, and audience engagement.
- Applied player-focused design thinking principles to improve usability and interaction outcomes.
- Developed multimedia experiences requiring iterative design, stakeholder collaboration, and performance evaluation.

- Designed 3D-game environment adhering to company branding and theme requirements supporting training and business initiatives.
- Managed production studio and supported production as onsite studio engineer.

DSI inc. (AT&T)

Multimedia Mobile eLearning Specialist | Digital Content Developer

2019 – 2024

- Designed engaging digital experiences and associated assets, learning materials, visual communications, and multimedia content supporting training and business initiatives.
- Developed graphics, visual layouts, videos, and interactive content to enhance audience engagement and message effectiveness.
- Applied branding standards and visual consistency across multiple communication channels.
- Designed characters to support visual storytelling enhancing information retention in learning materials.
- Delivered high-volume creative projects while maintaining accuracy, quality, and deadline compliance.

Harding University

Instructional Designer | Digital Content Developer | Studio Engineering Producer

2018 – 2019

- Developed interactive digital experiences, multimedia assets, and visual content supporting diverse audiences.
- Produced engaging instructional experiences through storytelling, visual communication, and multimedia design.
- Collaborated with stakeholders to transform complex concepts into accessible and engaging interactive experiences.
- Designed, built, and managed production studio environments and cross-functional creative projects.

Escape Chambers

Website Developer | Digital Content Developer

2016 – 2018

- Redesigned and maintained company websites while creating branded visual assets supporting marketing and customer engagement efforts.
- Designed immersive customer experiences centered around puzzles, narrative progression, environmental storytelling, and player engagement.
- Produced promotional content, visual assets, and interactive media supporting experiential entertainment.
- Contributed to virtual reality game development initiatives through environment design and interactive content creation.
- Applied game design thinking to customer-facing experiences and themed entertainment projects.

CORE COMPETENCIES

Game Design, Character Design, World Design, Environment Design, Level Design, Gameplay Systems Design, Narrative Design, Interactive Storytelling, Player Experience Design, Game Balancing, Gameplay Prototyping, 3D Environment Development, Character Development, User Experience Design, Visual Design, Audio Production, Project Management, Agile Development, Creative Direction, Design Documentation

GAME DEVELOPMENT & TOOLS

Unreal Engine 5, Blueprint Systems, Gameplay Prototyping, Metahuman, Reallusion Character Creator, Reallusion iClone, Adobe Photoshop, Adobe Creative Suite, Graphic Design, Storyboarding, HTML, CSS, JavaScript, JQuery, Bootstrap, MySQL, PHP, Software Development Fundamentals, Interactive Media Development, Audio Production, Video Production, Motion Graphics, Davinci Resolve, Blender, and more!

EDUCATION

Bachelor of Science

Digital Entertainment & Game Design

Master of Arts

Strategic Communication & Digital Media

Regent University

Post-Graduate Certificate

Instructional Design & Technology

Full Sail University

Post-Graduate Certificate

Software Development

University of Denver

Associate of Science

Information Technology & Multimedia

RELEVANT HIGHLIGHTS

- Designed original game concepts from ideation through production planning and commercial release preparation.
- Created gameplay-driven characters, immersive environments, and interactive systems supporting player engagement.
- Experienced in iterative design workflows, rapid prototyping, testing, and continuous refinement.
- Strong understanding of player experience, engagement systems, storytelling, progression mechanics, and game balance.
- Demonstrated ability to manage complex creative projects across design, development, multimedia production, and publishing disciplines.
- Skilled at collaborating across multiple disciplines while maintaining clear documentation and creative vision.
- Passionate about action-oriented gameplay, character development, environmental storytelling, and interactive entertainment.