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Game and technical designer who turns complex ideas into playable systems, clear player feedback, and practical tools. Experience spans gameplay R&D, level-flow prototyping, design consultation, and independent game systems. Brings a U.S. Air Force foundation in quality assurance, technical training, documentation, and team leadership.

Design focus Gameplay loops and progression; puzzle and level design; player feedback; playtesting; design triage; tool workflows; technical documentation; collaboration across disciplines.

PROFESSIONAL GAME EXPERIENCE

Happy! the Hippo | Content, Level and Gameplay Designer

Gurbo Games | January 2021 - October 2023 | R&D | Credited as Mayples

- Prototyped gameplay mechanics and level flow with art and programming collaborators, establishing a playable proof of concept during research and development.
- Used playtesting, level-readability tools, and jump calculations to refine layouts and support iteration. Engagement concluded at the proof-of-concept stage, before production.

Flat Kingdom Paper's Cut Edition | External Game Design Consultant

Publisher-initiated engagement | 48-hour design triage | Credited as Mayples

- Delivered a focused gameplay assessment and design consultation following a publisher meeting at PAX East.
- Provided a prioritized issue list and actionable design recommendations. The development team subsequently revised and relaunched the game as Paper's Cut Edition.

CURRENT SYSTEMS AND TOOL DESIGN

Cranberry Forge | Independent Game Systems and Tools

15 independent tools | 2 playable templates | Showcases and documentation

- Designed and built reusable systems for inventory, dialogue, quests, interaction, motion, and supporting workflows, with clear boundaries between each package and its host game.
- Created interactive showcases, integration guides, and API references so developers can inspect behavior, understand constraints, and adapt individual systems.
- Connected design intent to automated checks and practical integration examples, including playable templates that demonstrate how the tools work together.

MILITARY EXPERIENCE

United States Air Force | Munitions Inspection and Explosive Safety

2004 - 2018 | Retired

- Inspected, tested, repaired, and certified munitions against technical standards; contributed to quality assurance programs and repeatable inspection procedures.
- Developed lesson plans, explosive-safety testing content, and a field-guide content portal; supported the transition from paper technical orders to digital resources.
- Developed and integrated munitions tracking systems across multiple bases. Led a development team on a Combat Accountability System automation strategy using RFID identification.
- Supervised technical teams, coordinated work across agencies, and translated requirements into clear procedures and training.

SELECTED GAME PROTOTYPES

Cogworks | Puzzle and Systems Design | Godot

- Designed a playable 20-level campaign across four chapters, creating puzzle variety through tile direction, path length, and arrival order.
- Built distinct failure feedback and reversible simulation controls so players can inspect their reasoning and iterate on solutions.

MM-MOW | Gameplay and Progression Design | Unreal Engine

- Designed and prototyped a mowing-to-earn loop connecting tool coverage, clippings, capacity, equipment condition, repairs, and upgrades.
- Refined player feedback and system behavior through focused in-editor playtesting of the Unreal vertical slice.

TOOLS AND TECHNICAL PRACTICE

Design and authoring: Unreal Engine and Blueprints, Godot, Unity, level blockouts, flow diagrams, design documentation, Adobe Photoshop.

Implementation: Self-taught programming in JavaScript, GDScript, Lua, and PHP, applied to gameplay scripting, rapid prototyping, interfaces, and tools.

AI workflows: Comfortable with AI-assisted design and development, including custom reference libraries, review, and compatibility checks. Owns design decisions and validates results through testing and practical use.

Additional work: GoRD, a Godot 4 reference-library assistant; commissioned LachhhTools maintenance for streamers; RPGQueue, an incremental WoW companion prototype. Case studies are available on the portfolio.

EDUCATION AND TRAINING

Bachelor of Science in Game Design | Full Sail University

Military training in leadership, teaching, inspection, explosive safety, and quality assurance.

This résumé presents selected public work. Confidential client engagements and uncredited contributions remain private.