

CHARLIE MACKIN

EXPERIENCE

DIGITAL MEDIA SPECIALIST

TWIN CITIES PBS

(November 2018 - Current)

Game design and prototyping, playtesting, writing scripts, QA testing, production coordination, and website management

ASSOCIATE

GENER8TOR

(June 2018 - September 2018)

Assisting the tech start up SpeechMED+ with, app testing, feature design, and project road-mapping

GRAPHIC DESIGN INTERN

KREATIVE SMITH

(Summer 2018)

Time tracking and project management, original creative designs, clean up and resizing work

GAMES RESEARCH ASSISTANT

DEPARTMENT OF EDUCATIONAL PSYCHOLOGY UMN

(October 2017- May 2018)

Assist in ongoing studies on how video and board games can be used in education, teach games to students and teachers

VICE PRESIDENT

VIDEO GAME DEVELOPMENT CLUB UMN

(September 2017- May 2018)

Day to day operations and special event planning, diversity outreach, educational presentations and workshops

PROJECT MANAGER

VIDEO GAME DEVELOPMENT CLUB UMN

(September 2016- May 2018)

Create and manage deadlines for semester project, facilitate communication between club departments and team leaders

RECENT AWARDS

GLITCH POWER LEVELING

Professional development scholarship to GDC 2018

ASK AN INDIE INTERVIEW: TECHdotMN

CONTACT

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charliemackin.com

EDUCATION

BACHELORS OF SCIENCE

UNIVERSITY OF MINNESOTA

MAJORS – PSYCHOLOGY & ART

SKILLS

- AGILE & SCRUM PROJECT MANAGEMENT
- GAME DESIGN
- ADOBE CREATIVE CLOUD
- TWINE
- GRAPHIC DESIGN

PAST PROJECTS

- INDEPENDENT RESEARCH IN VIRTUAL REALITY
- INDEPENDENT RESEARCH IN EDUCATIONAL GAMES
- STUDY ABROAD IN JAPAN
- GLOBAL GAME JAM (4 years)
- GAME A MONTH CHALLENGE (current)