

Mark Major

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Mark Major creates high-concept environments and compelling stories in video game mediums. His maps, models and mods have enjoyed widespread community distribution everywhere from first-person shooters to world-building simulation games since 1995.

Game Experience

- Created "Boss Rush" and "Sanctuary Time Trial" modes for Cave Story (Wiiware)

Software Experience

- 2d Graphics Software
- Adobe Photoshop
 - Adobe Illustrator
 - Adobe InDesign
 - Macromedia Dreamweaver
 - Macromedia Flash
 - Corel Draw Suite
- 3d Graphics Software
- *radiant (Quake engine)
 - Hammer (Source engine)
 - Blender

- Other Software
- Microsoft Office
 - Game Maker

Programming Familiarity

- C++
- Java
- HTML/CSS
- GML
- Actionscript

Employment

- Quality Micro Systems
 - Product Quality Assurance: Laser Printers
- SADA Systems
 - IT Support for Small Businesses

Education

- University of South Alabama
- California State University Northridge
 - Computer Science
 - Graphic Design

1996 1998 2001 2004 2007 2009

Third Party Content Creation

- [DOOM] > level design
- [RED ALERT][QUAKE][HALF-LIFE][DARK REIGN] > level design partial conversion
- [QUAKE 2][EVERQUEST][QUAKE 3 ARENA][DARK REIGN 2][HALF-LIFE 2][CAVE STORY][WORLD OF WARCRAFT][PORTAL][TEAM FORTRESS 2][SPORE][LEFT 4 DEAD] > level design
- [FINAL FANTASY 4][FINAL FANTASY 6][CHRONO TRIGGER][FINAL FANTASY 7] > level design King of the Hill game mode Greed game mode Edge of Darkness total conversion
- [FINAL FANTASY 8][CHRONO CROSS][FINAL FANTASY 9][FINAL FANTASY 10][FINAL FANTASY 11] > level design Deathmatch, CTF Action Quake 2 Rocket Arena 2
- [FINAL FANTASY 12] > level design Deathmatch, CTF Reaction Quake 3
- [DISGAEA][KATAMARI DAMACY][DISGAEA 2] > level design new units
- [JENKA'S NIGHTMARE MOD] > Jenka's Nightmare mod
- [CIVILIZATION BUILDING] > civilization building