

# MARKO SOHRAKOFF

## CONTACT

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## EDUCATION

UC Berkeley      2012-2013  
B.S. Political Science

Cornell University 2009-2010

## SKILLS

- Content|Systems|Combat Design
- Unreal Engine 4/5
- Unity
- Godot
- Visual scripting
- Finite state machines
- Behavior trees
- Encounter and combat design
- Narrative pacing and vignette implementation
- Procedural content generation
- AI assisted coding
- Chocolatier

## GAME ACHEIVEMENTS

- Diamond+ ranks:
  - League of Legends
  - Overwatch
  - Team Fight Tactics
- Notable 100%'d games:
  - Binding of Isaac
  - Slay the Spire
- Top 500 Rank:
  - PlayerUnknown's Battlegrounds

## EXPERIENCE

WONDERSTORM      May 2023 – Sept. 2024

### Senior Content Designer – The Dragon Prince: Xadia

- Created and owned evergreen procedurally generated content.
- Organized and implemented narrative-based missions: including mission flow, level design, and mission events/puzzles.
- Worked across disciplines to implement features including: dynamic music in procedurally generated content, tile unloading, and content sided optimization.

CRYPTIC STUDIOS      Aug. 2019 – April 2023

### Senior Content Designer – Research and Development

- Acted as a Feature Owner for various system and content designs on an Unannounced Project.
- Pitched and iterated on various system and design documents to project leadership and stakeholders on Unannounced Project.

### Staff Content Designer – Magic: Legends

- Constructed pieces of modular gameplay for easy placement and proliferation across instanced and open world missions.
- Development of Finite State Machines using a proprietary scripting language for both narrative vignettes and gameplay purposes.
- Created and used Behavior Trees to script vignettes for story introductions, mid combat narrative beats, and story outros.

TRION WORLDS / GAMIGO US      Jan. 2014 – Aug. 2019

### Lead Game Designer – RIFT

- Developed a roadmap for future content releases, system revamps, and monetization deliverables. Used the roadmap to organize and distribute design, software, and UI resources to hit milestones.
- Established, implemented, and launched an Activity Queue/Battle Pass system.
- Revitalized content from prior expansions by creating over 120 Quests in the Battle Pass system with a focus of returning players to already created instances.

### Senior Game Designer – RIFT/Unreleased Project

- Used a comprehensive stat tracking and generating spreadsheet to balance and implement end game content.
- Trained and guided associate designers in proprietary tool usage, encompassing visual scripting with the purpose of encounter design, quest creation and narrative implementation.
- Created AI, abilities, combat pacing, and narrative moments for end game raiding content.