

MARK KOBERLEIN

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EDUCATION

SAVANNAH COLLEGE OF ART & DESIGN

MFA in Interactive Design & Game Development • GPA: 3.89
Savannah, Georgia

MESSIAH COLLEGE

BA in Religious Studies
Grantham, Pennsylvania

GRADUATE COURSEWORK

Object-Oriented Programming
Database Design
Visual Interface Design
Game Development
Level Design
Human-centered Design
Interactive Media Design
Animation Aesthetics
Motion Design
Dynamic Typography

COURSES TAUGHT

ARTA 131 - Intro to Web Design
ARTA 132 - Web Animation
ARTA 131 - Intro 3D Animation
ARTA 233 - Advanced 3D Animation
ARTA 236 - Interactive Design
ARTA 240 - Advanced Web Design
CISC 201 - Advanced Web Tech
CISC 208 - Mobile Development
CISC 150 - Object-Oriented Program

SKILLS

Programming

Proficient (*Currently Using*):

Python • Javascript • Google Cloud
VIM • GIT • React • Firebase • CSS3
Gatsby • Godot • Docker

Familiar (*Previously Used*):

PHP • C# • ASP.NET • Ruby • Android
AWS • Java • iOS • Unity 3D • Swift

UX & Design

Photoshop • Illustrator • XD • GIMP
Premiere • After Effects • C4D • Blender

EXPERIENCE

NORTHAMPTON COMMUNITY COLLEGE

INSTRUCTOR (TENURED), ART & COMMUNICATION DESIGN
August 2013 to Present • Bethlehem, PA

- Instructing over 1,200 first and second-year students.
- Increased retention of the Web Development program.
- Established the first VR and Augmented reality lab on campus.
- Developed international study programs with the Akashi Technical College in Japan.

MENU GENIE • PARTNER, CTO

January 2012 to April 2013 • Allentown, PA

- Designed, architected, and developed an online ordering platform for restaurants.
- The platform for this start-up business was built on Amazon Web Services, Stripe, and Ruby on Rails.

PARKER WEST, LLC • CONSULTANT

June 2010 to January 2012 • Allentown, PA

- Developed a Guitar Tuner Android app for Martin Guitar that has been downloaded over 500,000 users.
- Developed a document management system with ASP.NET for NJ based Pharmaceutical companies.

HOTWIRE COMMUNICATIONS • DIRECTOR OF WEB SERVICES

May 2007 to June 2010 • Philadelphia, PA

- Architected a self-service account management system for cable customers that decreased customer support requests by 15%.
- Designed interfaces for all-in-one media displays for hospitals.

PROJECTS

SITEBUILD.IO • NO CODE WEB DESIGN with MACHINE LEARNING

May 2020 to Present

- Being developed with React and Python on Google Cloud to automate the design of web pages using machine learning.
- Web Designs will be automated using copy and images uploaded by the user.

SAIGAI MASUTA (DISASTER MASTER) • DISASTER PREP GAME

OCTOBER 2020 to Present

- Mobile disaster prevention game for the Japanese market in collaboration with faculty from Japan.
- Being developed with Godot for iOS and Android.

DRAGON'S CLAW PROTOTYPE • MFA THESIS VISUAL

January 2018 to May 2019

- A prototype board game developed in Unity 3D and designed to demonstrate the thesis argument that complex table-top games can be learned more efficiently through digital applications.