

---

# David Marshall Ball

 Game Designer

Marshallball94@gmail.com

davidballportfolio.net

(863)210-0827

---

## Game Design

### PATCH (Sept 2025 - Present)

- Served as Lead Game Designer and Lead Level Designer on a team of 11 core members with support from 36 additional contributors
- Designed and implemented enemy AI, level design, and core gameplay systems
- Collaborated with animation to improve gameplay feel and enemy responsiveness
- Worked across design and programming to develop and integrate gameplay features
- Project selected as a finalist in multiple categories at Entelechy Awards

### Clipped (Global Game Jam 2026)

- Collaborated with a 20-person multidisciplinary team to develop a complete game during the 48-hour Global Game Jam 2026
- Served as Gameplay Programmer, implementing a real-time sculpting mechanic in Unreal Engine
- Rapidly prototyped and integrated gameplay systems under strict development deadlines
- Awarded "Best Game Mechanic" at Global Game Jam 2026

## Work Experience

### U.S. Air Force - Weather Forecaster/Solar Analyst (2014 – 2022)

- Served in meteorological and space weather operations supporting military and government mission planning
- Led and supervised 24/7 weather forecasting teams supporting aircrews, senior leadership, and operations across the U.S. and South America
- Certified and trained new Airmen as a Flight Training Monitor, ensuring operational readiness in forecasting roles
- Served as NCOIC of the Solar Observing Optical Network (SOON) at Learmonth Solar Observatory in Australia, reporting solar radio and optical events to U.S. and Australian agencies
- Developed and led unit training programs, maintaining operational standards and quality assurance across reporting systems

### Peer Tutor – Savannah College of Art and Design (Dec 2025 - May 2026)

- Tutored students in course concepts, study skills, and problem-solving strategies
- Adapted support to different learning styles to promote independent learning
- Maintained consistent availability and communication with students and staff
- Attended required training sessions and supported tutoring center events and outreach

## Education and Training

### Savannah College of Art and Design - May 2026

BFA in Game Development  
Dean's List 2022-2026 - 4.0 GPA

### Airmen Leadership School - 2018

U.S. Air Force NCO Training

## Skills

### Technical Skills

Unreal Engine 5  
Godot  
Adobe Creative Suite  
Maya  
Substance Painter/Designer  
JavaScript/Python/GDScript

### Professional Skills

First Line Supervisor  
Team Focused  
Teacher  
Problem Solver  
Self-motivated

## Awards/Certs

### Senior Airmen Below the Zone

2016  
Early Military Promotion

### CLRA - Level 1 Peer Tutor

2026  
Certified Tutor