

Joshua Sweeney

Game Designer with 6+ years of industry Design experience, with a focus on Gameplay Design, and Level Design.

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PROFESSIONAL EXPERIENCE

Senior Game Designer - Mighty Rabbit Studios, Apex, NC

Cylinder :Puzzles Returned (2024 edition)
(Unannounced Project)

June 2023 - August 2024

- (UA project) Overall Game Design: Gameplay, Playable Characters, Narrative, Level, Meta-mechanics, etc.
- Project wide Design Documentation
- Scene Setup, asset import, and Implementation
- Environment & Level Prototyping/Design
- Gameplay prototyping
- (Cylinder Project) Puzzle, Narrative, gameplay Design

Game/Level Designer - Deck Nine Games, Boulder, CO

(Life is Strange: Double Exposure)

January 2022 - May 2023

- Scene Setup, Design, and Implementation
- Interactables and Dialogue event setup/scripting
- Narrative Event Scripting and Implementation
- Level and Cinematic Design/Prototyping
- Level/Scene specific Set Dressing
- Environment Design prototyping
- Gameplay prototyping through Blueprint Scripting

EDUCATION

Savannah College of Art and Design (SCAD) - Interactive Design and Game Development

SKILLS

Game Engine

UE4-UE5

Unity

UDK

Version Control

Perforce

Professional Software

Atlassian Suite (JIRA, Confluence)

Adobe Suite (Photoshop & Illustrator)

Autodesk Suite (Maya, 3DMax)

Microsoft Suite (Excel, Word, OneNote, PowerPoint)

Google Suite (Drive, Docs, Sheets, Slides, Draw.io)

General Skills

Level Design

Gameplay Design

UE- Blueprints

Content Design

Narrative Design

3D Modeling

Agile, Kanban, Waterfall, and Scrum

PROFESSIONAL EXPERIENCE (Continued)

Character/Stats Designer (Freelance Contract) - Immutable (Unannounced Project)

March 2022 - May 2022

- Unique Character Abilities Design
- Gameplay and Combat ability stats Design and balance
- Endgame Character and Gear/Item stats Design and balance
- Balance testing and iteration

Technical QA Analyst, Game Designer - Imangi Studios, Raleigh, NC (Temple Run 1, Temple Run 2, Harbor Master, Unannounced Project)

February 2016 - January 2019 (QA), January 2019 - February 2021 (Designer)

- LiveOps/Backend content Design and Setup
- Live event Design and Implementation
- Ground Up level design planning and implementation for Temple Run 2 and unannounced project

QA/Playtest Technician - Epic Games, Cary, NC (Fortnite)

January 2014 - February 2016

- Schedule and customize dev team playtests
- Note and input bugs found during playtests
- Standard QA responsibilities