Joshua Sweeney

6311 Terra Verde Dr Apt.
306 Raleigh, NC 27609
W: 919-259-6951 : josh.a.sween@gmail.com
sweeney-designs.com

Greetings prospective employer,

As a long time student of video game and game design, I am very excited at the possible opportunity to help you make a top quality product even better. My attached resume outlines all that I could offer your organization.
Here's the overview:

- 2+ years of Game Design work in industry
- 4+ years of Game design/digital art Education
- 4 years of game/technical QA testing experience
- Strong problem solving skills
- Strong Collaborative skills
- A love for exploring, breaking, and then improving games

My resume provides further details on my work experience and skills. Please feel welcome to contact me at your earliest convenience for more details.

Thank you for your time and consideration. I look forward to hearing from you.

Sincerely,
Joshua Sweeney
W: 919-259-6951
josh.a.sween@gmail.com

Game Designer specializing in Game Mechanics, Level Design, and Environment Design

Shipped Titles:
Temple Run 2 (Android, iOS, Windows Phone) | 2015

Fortnite (Nintendo Switch, PS4, Xbox One, Android, iOS, Microsoft Windows, MacOS) 2017

Genre Experience: Infinite Runner, Action Adventure, First Person Shooters

- 2+ Year in the industry working as a Game and Level Designer on F2P Mobile

- Game Design: Live Ops, Pacing, Level Layout, Game Mechanics, Grey/White Box, Prototyping

- Practical Knowledge: 3D game engines, intermediate knowledge of 2D and 3D Art/Animation software, intermediate knowledge of coding/scripting

- Balanced design sensibility: Designs and level layouts with a focus on gameplay and mechanics, but with narrative and art kept in mind
- Strong teamwork and communication skills, comfortable with Agile/Scrum and waterfall development

Technical and Tool Skills

- Game Engines
  - Unity
  - Unreal 4
  - UDK
- Version Control
  - Perforce
  - Github
- Task Management
  - JIRA
  - Trello
- Modeling
  - Maya
  - Blender
  - Google Sketchup

- 2D/Art
  - Adobe Photoshop
- Code/Scripting Editors
  - Microsoft Visual Studio
  - Mono Develop
  - Sublime Text
- General Skills
  - Level Design
  - Gameplay Mechanics
  - Environment Design
  - Set Dressing
  - Pacing
- Video Editing
  - Adobe After Effects

Professional Experience

Unannounced Title - Mar 2019 - Feb 2021
Associate Game Designer
Imangi Studios

- That's classified (it is pretty cool though)

Temple Run 2 - Mar 2019 - Feb 2021
Associate Game Designer
Imangi Studios

- Designed and set up weekly Live Ops content
- Helped design Earth Day live event Mar-Apr 2019
- Did all level design work for Enchanted Palace modular track pieces. Worked with the Art team to set dress Enchanted Palace track pieces

Temple Run 2 - Sept 2016 - Mar 2019
Technical QA Analyst
Imangi Studios

- Gameplay and content QA testing in engine. Confirming and refining of bugs/issues discovered on platform side.
- Configured and built file bundles for new release content
- Setup and tested backend configuration for content releases

Fortnite - Nov 2014 - Sept 2016
Playtest QA Analyst
Epic Games (Contractor)

- Coordinated with dev teams to setup in-person playtests to examine any changes the teams may have made
- Collected feedback and issues from playtests, organized and distributed it back to the teams.
- Worked with embedded QA and dev teams to test specific mechanics and content as devs worked on them
- Performance testing on daily benchmark builds
- Collected and Organized Analytics from public beta tests

Education (Chronological)

Digital Effects and Animation technology - Piedmont Community College

Interactive Design and Game Development - Savannah College of Art and Design