

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

Game/Level Designer - Deck Nine Games, Boulder, CO (Unannounced Project)

January 2022 - May 2023

- Scene Setup, Design, and Implementation
- Narrative Event Scripting and Implementation
- Level and Cinematic Design/Prototyping
- Gameplay prototyping through Blueprint Scripting

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

March 2022 - May 2022

- Unique Abilities
- Gameplay and Combat ability stats/balance
- Endgame Character and Gear/Item stats/Balance
- Items/Gear stats and balance

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

February 2016 - January 2019, January 2019 - February 2021

- LiveOps 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

EDUCATION

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

SKILLS

Game Engine

Unity

UDK

UE4-UE5

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