

Joshua Wilson

"Game Designer"

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Personal Summary

Passionate and detail-oriented Game Designer with a strong foundation in game development, design principles, and player engagement. Experienced in designing intuitive gameplay mechanics and leading collaborative teams to bring creative visions to life. Has a deep understanding of game logic, playtesting methodologies, and user experience design. Dedicated to delivering immersive and polished gameplay experiences through iteration, innovation, and effective communication across disciplines.

Skills

Game/System Design

- Gameplay Ability System
- Gameplay Design
- Encounter Design

Communication

- Player-Centric Feedback Integration
- Clear & Concise Documentation
- Player-Centric Feedback Integration

Programming/Scripting

- Proficient in Unreal Blueprinting
- Familiar with C++
- Familiar with C#
- Familiar with Python

Software

- Unreal Engine 5
- Unity
- Rider IDE

Design Projects

Omen to Empath (Game Jam) - 3rd-person RPG made in UE4, Lead Game Designer, Lead Game Programmer | Team Size: 2

Extinction (Solo Project) - Isometric shooter made in UE5. Lead Game Designer, Lead Game Programmer

Fenetic (Solo Project) - Isometric ARPG made in UE5.4 and with Gameplay Ability System.

Other Experiences

- Paraeducator - Union School District San Jose 2024 - Present
- Self-employed - E-commerce 2020 - Present
- Legacy Christian School - Support staff 2017-2021, 2024- Present

Education

CG Spectrum - Advance Game Design - 05/25/22-11/16/23