CONTACT

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🌐 www.joshuajewer.com

📍 Ontario, Canada

EXPERTISE

- Level Design
- Game Design
- Systems
- Encounters
- Narrative
- 3D modelling

SHIPPED GAMES

Journey to Foundation

B-Real Monster Buds

EDUCATION

2017-2021
Bachelor of Game Design
Sheridan College

2015 - 2017
Graphic Design Integrated Animation
Mohawk College

JOSHUA JEWER
LEVEL DESIGNER

I have extensive experience on several projects ranging from 2D platformers to 3D first person shooters. I love to collaborate within multi-disciplinary teams and am quick to iterate on designs and gameplay mechanics. I have experience designing and prototyping levels in both **Unity** and **Unreal Engine** using **C#** and **Blueprint** respectively.

WORK EXPERIENCE

Archiact

Mission/Level Designer
Jan 2023 - Jan 2024

Game(s) Involved: Journey to Foundation (PSVR2), Unannounced Project | *Unreal Engine*

- Took ownership of multiple missions and assisted other LDs with their missions
- Adjusted mission flow by refining objectives, interaction puzzles, and narrative beats
- Worked with art and lighting teams to help stabilize platform performance
- Worked with combat team to balance player and enemy weapons, health and abilities
- Took ownership of all combat encounters in the game, defining the difficulty curve
  - Designed each combat encounter mixing various enemy archetypes for fresh gameplay
- Took part designing new project and IP, prototyped level design metrics and interactions

Hat Hair Games

Level Designer
Nov 2021 - Dec 2022

Game(s) Involved: Reclamation (Switch) | *Unity*

- Designed and implement Metroidvania world map including the individual rooms
- Tuned player characters and controls to be sticky and engaging
- Designed and refined enemy AI to create memorable combat and maintain player flow
- Ideate & implement multiple game systems & mechanics
- Written & edited many scripts both new and inheriting from third party scripts
- Designed and implemented cinematic & gameplay sequences

LDRLY

Junior Game Designer
Jul 2021 - Dec 2022

Game(s) Involved: B-Real Monster Buds, Bud Farm Grass Roots, Bud Farm Idle Tycoon | *Unity*

- Took over and maintained LiveOps services of two on-going titles released on Apple and Google Apps stores
- Joined development on B-Real Monster Buds (2021)
  - Curating challenges and rewards for daily events
  - Created hand crafted themed reward crates with item chance balances

REFERENCES

Seb Bouzac
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Archiact
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Garett Marks
Lead Level Designer
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Matt Heiniger
CEO
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