



# JOSHUA JEWER

## GAME DESIGNER

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### ABOUT

I'm a game designer in Ontario that is extremely self driven. I am always motivated to elevate myself personally and professionally, looking for the next big challenge to tackle.

My focus as a designer is to create a cohesive marrying of gameplay, level design, UX and narrative. I'm laser focused on making not just a game, but an experience.

I like to design with the mindset of "simple alone, complex together", creating strong simple mechanics and systems that are easy to learn. Then, by mixing them together create intriguing and complex gameplay scenarios.

My goal is to work on an amazing team where every voice matters for creating the best player experiences.

### WORK EXPERIENCE

#### **LDRLY**

##### **Junior Game Designer**

Full Time Position

July 2021 - Present

- Took over and maintained LiveOps services of **two on-going** titles
  - Curating challenges and rewards for daily events
  - Created hand crafted themed reward crates with item chance balances
- Familiarized and reorganized/updated documents on existing and new titles
- Worked with artists, engineers and other designers, giving designer input for **new title**
  - Adjusting first time user experience, in app purchase art/vfx
- Implemented story sequences in Unity using proprietary tools

#### **GAMEPILL**

##### **Game & Level Designer**

Contract

April 2021

- Project details are under NDA
- Created multiple character bios and branching narrative interactions using Twine
- Wrote a GDD outlining story, gameplay, player controls and mechanics
- Designed two levels
- Worked under the company lead and gave direction to sole project programmer

Contract

May 2021

- Project details are under NDA
- Individually ideated and pitched mobile tycoon game
- Participated in feedback and iteration of multiple potential projects

## WORK EXPERIENCE

### **Immunize Canada** **Game Designer**

Contract  
January - April 2021

- Mobile game for children, educating ways to be comfortable when getting a needle
- Joined while the game was already in development to overhaul the UI & UX
- Did a lot of pick-up work:
  - Write and implement a short narrative script with multiple characters
  - Tweak gameplay and feedback in mini-games
  - Edit sprites and create sprite sheets
  - Conduct playtests

### **Sheridan College** **Game Designer**

Internship  
May - August 2020

- Interactive map of Toronto tracking the spread of COVID-19
- Conception and design of interactive map
- Wrote code for retrieving data from web and converting to visual data within app
- Created tools with intent of future teams using them

### **The Taylor Group** **Game Designer**

Contract  
December 2019

- Interactive Christmas Card RPG Game
  - project within a short deadline
- Created schedule & milestones for team
- Extensive communication with client & development team to deliver client's vision

## Education

### **Bachelor of Game Design** **Sheridan College**

2017 - 2021

### **Graphic Design Integrated Animation** **Mohawk College**

2015 - 2017

## OTHER PROJECTS

### **Summit**

#### **Game & Level Designer**

Academic Project  
September 2020 - May 2021

- 3D Open Hub Survival-Lite in a Firewatch style forest
- Designed player survival stats, resources, in-game tools, crafting and inventory systems
- Designed and built level for exploration & survival in open Metroidvania-like world
- Wrote a narrative the player uncovers through in-game readables
- Balanced survival mechanics and systems

### **Panic In Grocery Store**

#### **Game & Level Designer**

Game Jam  
May 2020

- Made for Kalorien Game Jam
- Party game where players compete to collect groceries while avoiding zombies
- Created level, characters & some assets
- Large contribution to game design

### **Survival Moon**

#### **Game & Level Designer**

Personal Project  
May - August 2019

- Top-down 2D Survival Horror where player collect parts while avoiding invincible aliens
- Designed and built map for exploration, tension and survival
- Large contribution to conception & design focusing on enemy behavior & player feel
- Balanced multiple variables including player stats, movement, and alien behavior

## Tools

- Game Engines (*Unity, Unreal*)
- Task & Bug Software (*JIRA, Trello*)
- Version Control (*Github*)
- Documentation (*Google - Docs, Slides, Sheets, Microsoft - Word, Pres, Excel*)
- 3D Modelling & Animation (*3Ds Max, Blender, Maya*)
- 2D (*Photoshop, Draw.io, Aseprite*)
- Scripting (*C#*)

## Experience

- Game Design (*Player Mechanics, Systems, Economy, Inventory, Enemy Design*)
- Level Design (*Top-Down, Side-Scroller, Co-op, Party Game, Metroidvania, Open Hub*)
- Animation (*Character, Cinematic, 3D, 2D, Pixel*)
- Writing (*Dialogue, Branching Narrative, World Building*)
- Showcasing (*Unity Meetup, Dirty Rectangles, XP Summit, Sheridan Game Nights*)
- Working In Teams (*Sizes of 3 - 7*)