



JOSHUA JEWER

LEVEL DESIGNER

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ABOUT

I'm a Designer that brings my experience in Game Design, Level Design, Scripting, Narrative, Gameplay Systems, Combat and Animation to every role. My passion and goal as a Designer is to use those skills in any role I have to elevate the experience for players in every way.

I always try to implement and elevate my work on my own but am also not shy about reaching out to those that are the experts in specific disciplines for their unique perspectives and solutions. This way I am always flexible in how I can help make the best version of our game as possible and can bring my work to a provable and testable level before getting help reaching the final bit of polish from other members of the team.

I love working with other people and am always asking and learning. The best part of making games in my experience is getting to work with so many amazing people.

WORK EXPERIENCE

Archiact VR **Level Designer**

Contract
January 2023 - Present

- Joined production of [Journey to Foundation](#)
- Took ownership of multiple existing missions
 - Iterate many aspects of owned missions
 - General flow, objectives, interactable, NPCs, combat, etc.
 - Communicated across disciplines to increase the overall quality of the missions
- Created new and adjusted all combat encounters across the game
- Support other LDs in their missions

Hat Hair Games **Game / Level Designer**

Contract
November 2021 - December 2022

- Design & implement entire Metroidvania world map & many rooms
- Tuned existing playable characters & enemy AI
 - movement, abilities, AI logic, balancing
- Designed & implemented enemy AI
- Ideate & implement multiple game systems & mechanics
- Written & edited many scripts both new and inheriting from third party scripts
- Designed and implemented cinematic & gameplay sequences

WORK EXPERIENCE

LDRLY

Junior Game Designer

Full Time Position

July 2021 - November 2021

- 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

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

Academic Project

Game & Level Designer

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
- Won in [Sheridan Art Awards 2021](#)

Panic In Grocery Store

Game Jam

Game & Level Designer

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

Personal Project

Game & Level Designer

November 2018

- 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, Hack*)
- Version Control (*Github, Perforce, Plastic*)
- Documentation (*Google - Docs, Slides, Sheets, Microsoft - Word, Pres, Excel*)
- 3D Modelling & Animation (*3Ds Max, Blender, Maya*)
- 2D (*Photoshop, Draw.io, Aseprite*)
- Scripting (*C#, blueprint*)

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*)