



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

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
- Support other LDs in their missions
- Work with other disciplines to improve editor tools providing feedback and requests

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

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*)