

JOSEPH JONES

GAME DESIGNER

WWW.JOSEPHJONESGAMEDESIGNER.COM

CONTACT

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Guildford

PERSONAL SUMMARY

- Passionate about game design and the games industry
- Love creating and balancing game systems
- Relish the challenge of constructing of worlds and characters
- Committed to solving difficult problems
- Enjoy supporting and learning from others

INDUSTRY EXPERIENCE

Supermassive Games

The Casting of Frank Stone

May 2024 - August 2024
(Short Term Contract)

Game Designer

Asked to return, following the company wide layoffs, to help polish The Casting of Frank Stone to be ready for release.

Upcoming Dark Pictures Game

November 2022 - April 2024
(Redundancy)

Game Designer (Promotion Nov 2023)

Designer on an unreleased cinematic narrative horror game with an emphasis on AI encounters, working on cinematics and level design to develop levels from the concept phase.

- Taking ownership of multiple levels and developing them from concept to beta
- Creating documentation for a new game system
- Setting up level automation
- Creating and iterating on 2D maps and white box environments
- Working with the AI designer to develop encounters

The Dark Pictures: The Devil in Me

March 2022 - November 2022

Junior Game Designer

Junior Designer on The Devil in Me, an award-winning cinematic horror game, working with a strike team to push a collection of levels to quality.

- Leading implementation of a mechanic
- Creating and editing cinematics using library data
- Ordering and implementing animation data
- Working with subtitles and localisation

Octopus 8 Studios Ltd

Internship, Summer 2019

Designer

Designer on a visual novel style educational game, in which the player runs a newspaper company, intended to showcase the dangers of plagiarism. I worked with a team of 4 other interns, based on a brief that was commissioned by Brunel University.

- Setting up and managing the spreadsheet containing all the game data
- Numeric design
- Narrative design for setting and characters

GAME CREDITS

Upcoming Dark Pictures Game

The Casting of Frank Stone

The Dark Pictures: The Devil in Me

SKILLS

- Cinematic Design
- Level Design
- Encounter Design
- C#, Python, Java
- Unity
- Unreal Engine 4/5
- Photoshop
- Blender

EDUCATION

Brunel University Sep 2018 – Jun 2021

BA (Hons) Games Design (Technology) 2.1

Core Modules: Numeric Design, Level Design, Setting and World Design, Game Engine

A Levels: Maths, Computer Science, Physics

HOBBIES

- 2nd Dan Black belt in Tae Kwon Do
- Video games, across a variety of genres
- Tabletop role playing games
- Moderator in a Destiny 2 clan
- Cooking and experimenting with variations on dishes I know and trying new recipes.
- Painting miniatures
- Grade 5 Piano

References available on request