

# JOSEPH JONES

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## PERSONAL SUMMARY

Qualified with a BA Hons in Game Design with a wealth of skills and experience in the industry, used to working in busy team environments, fully computer literate with a keen eye for detail. A self-motivated worker who is able to follow instructions accurately, able to remain calm under pressure working to deadlines, resolving issues as they arise during the day, able to communicate effectively at all levels. I am looking for an opportunity that will utilise my degree and skills within game design.

## KEY SKILLS

- Problem Solving
- Clear communication and teamwork
- Documentation and process following
- Leadership
- Cinematic Design
- Level Design
- Encounter Design
- Numeric Design
- Microsoft 365
- C#, Python, Java
- Unity, Unreal Engine 4/5
- Photoshop, Blender
- Jira, Trello

## CAREER SUMMARY

- ☐ **Cyber security skills boot camp** Jan 2026 - Feb 2026  
*Fairport Training*  
CompTI Security+
- ☐ **Research Assistant** Jan 2026 - Present  
*Molecular Medical*  
Research assistant at startup medical device company, helping to create documentation and assist the lead researcher with testing the product.
  - Supporting technical documentation and testing activities within a startup environment
  - Assisting with structured testing and accurately recorded outcomes
  - Following defined processes while working on sensitive technical projects
- ☐ **Game Designer (Contract)** May 2024 - Aug 2024  
*Supermassive Games*  
Asked to return, on a short term contract, to help 'polish' 'The Casting of Frank Stone' to be ready for release.
  - Supporting final testing and issue resolution ahead of product release
  - Logging and tracking issues using Jira, while working to tight deadlines
  - Collaborating with multiple teams to meet quality and delivery standards
  - Supporting testing, validation, and quality assurance activities