

Joseph Marks-Chadwick

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WORK EXPERIENCE

Hyper Hippo Entertainment

09/2021 – 03/2022

Private Contractor – Game Designer

Remote

- Directed the creative team on an unreleased/unannounced project for PC and mobile platforms.
- Established documents outlining concept, art, deliverable specifications and overall content to help keep the project moving at an efficient speed.
- Contributed to idea generation and prototyping to assess content effectiveness.
- Initiated feedback with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.
- Optimized my time management to complete tasks efficiently and meet delivery dates consistently.
- Balanced and adjusted gameplay mechanics to increase critical and commercial success of the product.
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
- Maintained energy and enthusiasm in fast-paced environment.

Club Penguin Rewritten

02/2017 – 05/2020

Game Designer

Bournemouth, Dorset

- Conducted research and information gathering to troubleshoot and improve content quality for over 10 million registered users.
- Assisted in building and enhancing the cost system, creating a stable economy.
- Utilised AB testing to ensure that designed features would meet the both the standards of the team and the players.
- Utilized free to play methodologies to ensure a higher retention rate.
- Managed all of the tasks pertaining to weekly content updates.
- Balanced and adjusted gameplay experiences to increase critical and commercial success of product.
- Overcame technical limitations of the engine to allow for high quality content to be delivered.
- Consistently met deadlines pertaining to content updates.
- Engaged with large userbase to gather feedback within the community and implement new ideas in an efficient and effective way.

EDUCATION

Bournemouth University

July 2022

BSc Hons Game Design

Bournemouth, Dorset

- Graduated with first class honors, equivalent to an A+

SKILLS

- **Skills:** Gaming design, game prototyping, written communication, planning and coordination, organization and time management, UI/UX design, player retention analysis, 3D modelling.
- **Software:** Adobe Animate, Adobe Photoshop, Unity, Autodesk Maya, Substance 3D Painter, Trello, Evernote, Microsoft Word, Microsoft Excel, Microsoft PowerPoint.