

# JOSHUA SILVA

Game Designer | Gameplay Programmer | Unreal Engine 5 Specialist

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## PROFESSIONAL SUMMARY

Creative and technically proficient Game Designer with hands-on programming experience in Unreal Engine 5. Skilled in gameplay systems design, rapid prototyping, and cross-disciplinary collaboration. Proven ability to translate creative vision into polished interactive experiences through Blueprint scripting, C++ implementation, and iterative playtesting.

## TECHNICAL SKILLS

<b>Programming &amp; Engines:</b>	Unreal Engine 5, Unity, C++, Blueprint Visual Scripting
<b>Design Expertise:</b>	Gameplay Systems, Level Design, Mechanics Design, Combat Systems, Player Experience
<b>Development Tools:</b>	Perforce, Git, Jira, Confluence, Visual Studio, Trello, 3DS Max, PureRef
<b>Core Competencies:</b>	Rapid Prototyping, Performance Optimization, UI/UX Design, QA & Testing, Technical Documentation

## PROFESSIONAL EXPERIENCE

### Gameplay Programmer Intern | T'sarE LLC

June 2025 – Present

- Developed and optimized Blueprint gameplay systems in Unreal Engine 5, including dynamic material instances responsive to speed variables
- Engineered zone transition system with context-specific loading screens for seamless level flow
- Collaborated with programmers and designers to implement gameplay features and optimize performance

## PROJECT EXPERIENCE

### Shadowborne

Gameplay Designer/Programmer & QA Lead | Oct 2024 – Feb 2025

- Designed immersive level layouts emphasizing environmental storytelling, pacing, and player engagement
- Implemented responsive UI/UX healing systems and precision-timed combat mechanics using Blueprint and C++ Developed
- adaptive enemy AI systems and led QA documentation through Jira for cross-team coordination

### FPS Team Project

Gameplay/Mechanic Designer | Apr 2024 – May 2024

- Collaborated in agile team to design and develop first-person shooter experience in Unreal Engine 5
- Programmed modular weapon system and dual-resource UI providing real-time combat feedback
- Integrated Niagara-based environmental hazards to increase level interactivity and player engagement

### Adventure Level Design

Level Designer/Gameplay Programmer | Sep 2023 – Oct 2023

- Designed gate and valve puzzle systems optimizing player progression, flow, and navigation clarity
- Implemented Blueprint-based mechanics using environmental storytelling, landmarks, and leading lines Utilized
- Perforce source control for team collaboration and seamless asset integration

## EDUCATION

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**Bachelor of Science in Game Design | Full Sail University, Winter Park, FL**

Focus: Gameplay Systems, Level Design, Unreal Engine Development

*Feb 2025*