

JOSHUA SILVA

Technical Game Designer | 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

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

PROFESSIONAL EXPERIENCE

Gameplay Programmer Intern T'sarE LLC	June 2025 – Present
<ul style="list-style-type: none">Developed and optimized Blueprint gameplay systems in Unreal Engine 5, including dynamic material instances responsive to speed variablesEngineered zone transition system with context-specific loading screens for seamless level flowCollaborated with programmers and designers to implement gameplay features and optimize performance	

PROJECT EXPERIENCE

Shadowborne	Gameplay Designer/Programmer & QA Lead Oct 2024 – Feb 2025
<ul style="list-style-type: none">Designed immersive level layouts emphasizing environmental storytelling, pacing, and player engagementImplemented 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
<ul style="list-style-type: none">Collaborated in agile team to design and develop first-person shooter experience in Unreal Engine 5Programmed modular weapon system and dual-resource UI providing real-time combat feedbackIntegrated Niagara-based environmental hazards to increase level interactivity and player engagement	
Adventure Level Design	Level Designer/Gameplay Programmer Sep 2023 – Oct 2023
<ul style="list-style-type: none">Designed gate and valve puzzle systems optimizing player progression, flow, and navigation clarityImplemented Blueprint-based mechanics using environmental storytelling, landmarks, and leading linesUtilized Perforce source control for team collaboration and seamless asset integration	

EDUCATION

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

June 2022-Feb 2025