JOE OLIVEIRA
GAME DESIGNER | SYSTEMS DEVELOPER

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EDUCATION

Full Sail University
Nov 2022 – May 2025

Bachelor of Science in Game Design
GPA: 3.77
Key Coursework: Game Mechanics, Systems, Technical, Gameplay & Level Design, UI/UX
Skills Gained: Unreal Engine, Unity, Blueprint Scripting, Prototyping

SKILLS

- Design: Core Gameplay Systems, Balancing, Level Design
- Engines & Tools: Unity, Unreal Engine, Blueprint Scripting, C++, C#
- Prototyping & Docs: Game Design Documents, Wireframes, User Flows
- Analytics: Player Data, Metrics-driven Iteration
- Technical Integration: API Development, Automation, Scalable Infrastructure

SOFT SKILLS

- Leadership: Mentorship, Knowledge Sharing, Team Development
- Collaborate: Engineers, Artists, QA, Cross-Functional Teams
- Written Communication: Clear Documentation, Stakeholder Reports, Design Rationales
- User Research: Player Feedback, Community Insights, Iterative Testing
- Adaptability: Rapid Prototyping, Agile Development Cycles, Responsive Design

SUMMARY

Gameplay-focused designer and systems programmer specializing in balancing combat systems, player analytics, and scalable technical solutions. Led design and implementation on multiple student projects, demonstrating proven ability in rapid prototyping, iterative development, and cross-functional collaboration.

GAME DESIGN EXPERIENCE

Treehouse - Full Sail Hall of Fame Game Jam
Lead Systems & Gameplay Designer
- Led the design of core gameplay features, including modular building, stealth mechanics, and progression systems.
- Built inventory and enemy detection systems using Blueprint scripting.
- Integrated player feedback into level flow and mechanic clarity through iterative playtests with a small group of 10 testers.

Rogue Slots - Full Sail - Capstone Project
Technical, Combat, Gameplay & Systems Designer
- Spearheaded the design of roguelike-slot hybrid systems, balancing randomness and control across multiple progression paths.
- Produced detailed GDDs, wireframes, and systems flowcharts to align team efforts.
- Engineered randomized encounters and scalable reward logic in UE5 Blueprints and C++.
- Analyzed internal test metrics to refine feedback loops and improve engagement.

Japanese Garden - Full Sail – Level Design Project
Level Designer & Sole Developer
- Created exploration-focused level with environmental puzzles, collectibles, and soft gating
- Conducted player testing and refined navigation based on behavior and feedback.

Mechanic's Inferno - Full Sail – IPM Level Design Project
Level & Systems Designer & Sole Developer
- Designed obstacle-based puzzles emphasizing traversal and increasing complexity.
- Test metrics were used to adjust level pacing and guide player decision-making.
- Collaborated closely with peers, applying insights to enhance obstacle readability and feature integration.

AWARDS

- 3rd Place Winner – Full Sail Hall of Fame Game Jam (Treehouse, 2025)
- Member – National Society of Collegiate Scholars (NSCS), inducted Jan 2024

ADDITIONAL SKILLS

- Git
- Perforce
- Jira
- Confluence
- Python scripting
- API Integration
- Agile methodologies
- Gameplay Scripting Pipelines
- Console Dev Environments

PROFESSIONAL TECHNICAL EXPERIENCE

Part Owner / Systems Engineer
HPD Computer Repair – Roseburg, OR | Feb 2015 – Present
- Developed modular automation scripts for inventory and reporting systems, significantly reducing manual workload and improving efficiency.
- Led on-boarding and technical training sessions, streamlining team productivity and enhancing service quality.
- Executed complex technical tasks such as micro-soldering, server deployment, cybersecurity hardening, and troubleshooting, demonstrating versatility and adaptability across diverse technical environments.

IT Consultant / Systems Engineer
VA, Wells Fargo, Local Businesses – Oregon | Apr 2018 – Present
- Designed and implemented robust network solutions adhering to federal cybersecurity standards, improving system reliability and long-term maintainability.
- Led USDA server end-of-life replacement projects across Oregon, replacing up to a dozen network switches per site with zero downtime and no connectivity issues for on-site staff.
- Consistently completed deployments faster than peers while staying under budget, earning a reputation for speed, precision, and minimal disruption.
- Utilized system metrics and diagnostics to identify and preempt recurring infrastructure issues, reducing downtime and improving long-term stability.

Freelance Developer & Consultant
Self-Employed – Roseburg, OR | Apr 2015 – Present
- Developed and launched a custom mobile trivia game for a client, including randomization logic for questions and dynamic generation of multiple-choice answers using a 300-question dataset.
- Contributed critical bug fixes to Flowhub, a cannabis inventory and compliance platform developed by a former Intuit engineer, improving system stability and performance.
- Built dozens of inventory tracking systems from scratch for small businesses, tailored to specific operational needs and often replacing outdated spreadsheets or manual processes.
- Designed and deployed over 100 client websites with online ordering, scheduling, and contract-signing capabilities—enabling full e-commerce and service workflows directly through the web.
- Prioritized privacy-focused development by minimizing user tracking and analytics, aligning with client and regulatory requirements.

Contracted System Administrator
FX420 – Roseburg, OR | Nov 2018 – Nov 2019
- Maintained IT infrastructure reliability through proactive monitoring and timely system optimizations, ensuring minimal downtime and robust operational performance.

Field Engineer
Fujitsu America – OR | Feb 2017 – Aug 2017
- Delivered enterprise-level hardware and software support, performing detailed diagnostics, repairs, and client training across multiple sites, effectively enhancing client operational efficiency.