

JOE OLIVEIRA

GAME DESIGNER | SYSTEMS DEVELOPER

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Location: Roseburg, Oregon

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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 Features, Progression Systems, Balancing, Level Design
- Engines & Tools: Unity, Unreal Engine, Blueprint Scripting, C++, C#
- Prototyping & Documentation: Game Design Documents (GDDs), Wireframes, User Flows, Feature Documentation
- Player Data: Analytics, Metrics, Player Retention Strategies
- 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

Aspiring game designer focused on crafting addictive gameplay, building immersive levels and making tech work seamlessly behind the scenes.

I dig deep into player insights and analytics to shape gameplay that actually connects with players.

Great with Godot, Unity and Unreal, communicating clearly, leading teams, and breaking down complex ideas into easy-to-grasp concepts.

Always down to collaborate and share what I learn along the way.

PROJECT LIST / ACADEMIC 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

- Source Control: Git, Perforce
- CMS/Project Tools: Jira, Confluence, Trello
- Scripting: Python (basic), Bash
- Virtualization: VMWare, Hyper-V
- Troubleshooting & Diagnostics: Hardware & Software Debugging
- Likes cheese

EXPERIENCE

Part Owner / Systems Engineer

HPD Computer Repair – Roseburg, OR | Feb 2015 – Present

- Led development of automated inventory and reporting systems, improving operational efficiency by 60%.
- Directed training initiatives to streamline onboarding and support delivery.
- Performed a wide range of technical services including micro soldering, enterprise server deployment, cybersecurity hardening, and hands-on troubleshooting of email, malware, and connectivity issues across consumer and government devices.

IT Consultant / Systems Engineer

VA, Wells Fargo, Local Businesses – Oregon | Apr 2018 – Present

- Designed robust network solutions aligned with federal cybersecurity standards.
- Utilized analytics and metrics to strategically decrease downtime and improve reliability.

Freelance Developer & Consultant

Self-Employed – Roseburg, OR | Apr 2015 – Present

- Crafted API and automation tools tailored to client workflows and platforms.
- Authored user-friendly documentation and conducted training sessions to promote adoption.

Contracted System Administrator

FX420 – Roseburg, OR | Nov 2018 – Nov 2019

- Managed IT infrastructure, ensuring up-time and system reliability.

Sales Manager / Genius Bar

Simply Mac – Eugene, OR | Sep 2017 – Aug 2018

- Managed a high-volume support center, resolving complex technical issues and providing exceptional customer experience.

Field Engineer

Fujitsu America – OR | Feb 2017 – Aug 2017

- Provided enterprise-level technical support, hardware maintenance, and client training across multiple locations.

District Manager

SCommunications (Boost Mobile & Metro PCS) – OR | Dec 2015 – Feb 2017

- Led regional sales teams, managing operations and increasing sales across multiple retail locations.