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|  | Joe Oliveira  Roseburg OR  joeoliveira89@gmail.com  (541) 246-0466  WWW: joexv.github.io | cheesiest.dev  WWW: linkedin.com/in/joe-oliveira/  Education  Bachelor of Science  in Game Design  FullSail University, Winter Park, FL  Graduated May 2025 | 3.77 GPA  Game Design Skills   * Core Gameplay Systems * Encounter & Level Design (Linear & Exploratory) * Game Design Documentation (GDD, TDD, balancing sheets) * Prototyping, Wireframes, Flowcharts * Player Feedback integration * Narrative Scripting & Quest Flow * Progression & Economy Balancing * UI/UX For Gameplay Systems * Systems Tuning & Breakdowns * Combat Systems * Debugging   Awards   * 3rd Place Winner - Full Sail Hall of Fame Game Jam, Treehouse * Member - National Society of Collegiate Scholars (NSCS)   Technical Skills   * Programming: C++, C#, Python, Blueprint Scripting, Assembly * Engines & Tools: Unreal 5, Unity, Git, Perforce, Visual Studio & Code * Infrastructure: API Development, Automation, Scalable Logic * Dev Practices: Console Dev Environments, Jira, Confluence   Soft Skills   * Clear written and verbal communication * Executive and client-facing professionalism * Fast, independent problem-solving * Cross-discipline sprint coordination. * Strong time management in high-pressure settings * Adaptive across enterprise and field work * Detail-oriented documentation habits * Collaborative with cross-functional teams |  |  | Professional Summary Game designer with a systems brain and a builder’s mindset. I create intuitive, scalable mechanics that support exploration, progression, and strong player feedback loops. Whether tuning level flow or scripting dynamic encounters, I thrive on fast iteration, clear documentation, and collaboration. I specialize in turning rough concepts into polished, playable experiences through collaboration, iteration, and technical insight.  Game Design Experience  **Treehouse** *Lead Systems & Gameplay Designer | Full Sail Hall of Fame Game Jam*   * Directed modular building and stealth mechanics, focusing on clarity and player freedom. * Developed inventory and enemy detection systems using Blueprint scripting. * Conducted small-scale playtests with 10+ users and used feedback loops to refine level pacing. * Achieved 3rd place among over 100 participants.   **Rogue Slots** *Technical, Combat & Systems Designer | Full Sail University – Capstone Project*   * Led the design of a roguelike-slot hybrid combat system, blending randomness with strategic control. * Engineered scalable UE5 gameplay systems in Blueprint and C++ to support enemy encounters, reward logic, and progression pacing. * Authored detailed GDDs, feature flowcharts, and system diagrams to maintain team alignment and clarity. * Balanced multiple progression paths by integrating data from internal test metrics. * Iterated rapidly based on feedback to improve engagement, pacing, and player comprehension.   **Mechanic's Inferno** *Level & Systems Designer | IPM Project*   * Built a solo-developed obstacle-based level focused on traversal and environmental puzzles. * Implemented difficulty escalation and mechanic introduction across a short-form level flow. * Used player data and peer feedback to guide obstacle readability improvements. * Incorporated agile design practices for mid-week feature changes and polish.   **Japanese Garden** *Level Designer | Exploration-Focused Worldbuilding Project*   * Designed and developed a tranquil, collectible-driven level emphasizing environmental storytelling. * Utilized soft-gating techniques to guide player navigation and create flow. * Conducted test sessions and adjusted design based on observed player behavior.   Technical Experience   |  |  |  | | --- | --- | --- | | Freelance Developer & IT Consultant  *Self-Employed, Oregon* |  | *April 2018 - Current* |  * Supported clients such as USDA, VA, and Wells Fargo through on-site infrastructure upgrades and system architecture improvements. * Replaced EOL hardware and configured full Windows Server stacks (AD, DNS, DHCP) to meet federal compliance. * Designed and deployed secure network solutions across remote and high-compliance locations. * Delivered mobile/web apps with custom data logic and backend scripting. * Delivered over 100 websites with ecommerce, scheduling, and custom workflow support. * Implemented automation and tracking systems for small businesses across Oregon.   Part Owner / Systems Engineer   |  |  |  | | --- | --- | --- | | *HPD Computer Repair, Roseburg, OR* |  | *Feb 2015 - Current* |  * Provided full-stack technical support, server deployment, and IT consulting to over 300 clients. * Managed daily operations and built proprietary repair tools and automation scripts.   Contracted System Administrator   |  |  |  | | --- | --- | --- | | *FX420, Roseburg, OR* |  | *Nov 2018 - Nov 2019* |  * Maintained OLCC-regulated systems with full uptime. * Designed internal tracking tools and automated system updates for compliance and efficiency. |  |

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