

Josie Wood

Hi! My name is Josie and I'm a game developer with a particular interest in game design.

My portfolio is available at josiegamedev.uk, where I've shown my past projects, current university work, assets I've made and a development blog where I outline what I've been working on each week and what I've accomplished. This has been a good way for me to review my progress and ensure I keep on track.

I'd love the opportunity to do a game design internship with you to be able to practice and refine my skills and be part of something really cool! Working at a studio such as Media Molecule is the dream, the creative atmosphere would be a great fit for me. Long term, I'd like the opportunity to work in a few different areas of Games; while design is my top priority, I'm also really interested in programming and modelling, so getting a chance to experience working across multiple disciplines over the next few years would be incredible.

I'm currently in my second year of studying Computing & Games Development at the University of Plymouth.

My first year included a Game Development module where I was able to design, code, and publish a top-down shooter. This taught me a lot about level design, making satisfying gameplay, and creating a cohesive narrative across a project. I created custom audio and visual assets to fit in with my theme and help build up this atmosphere.

This term, I am undertaking two design focused modules.

In the first I am creating an Escape Room experience, with a focus on the design process. My theme is 'Trapped in a Bakery', which has been a really fun way to build up tense gameplay which contrasts against light and cutesy visuals. This has involved making an in depth Game Design Document, including User Stories, User Experience, Moodboards and Level plans to inform my development. For an insight into my design process, my planning document can be viewed on miro [here](#). I'm also making original models from my design plan using Blender, keeping my theme in mind to help build up a cohesive experience and build immersion.

In the second module, I am building a game around a core mechanic; I have chosen a tower-defense style game where enemies can only be slowed down, not killed. This project has encouraged me to look at how to make non-violent games which can still be fun and satisfying for players, without relying on heavy combat or extreme consequences. I'm following an Agile workflow to plan and develop this project, which has helped a lot with scoping and planning out all the stages to consider. If you're interested to see my project management for this project, you can find it on my Trello Board [here](#).

Another part of game design I'm interested in is how psychology can be used to encourage player actions and emotions. I explored this topic in depth during my A-levels where I wrote an academic paper on Educational Games for my Extended Project Qualification. This allowed me to explore how games can encourage learning by following psychological theory, and has been really useful to keep in mind as I design tutorial levels for my games.

Thankyou for considering me for this position! I'm eager to hopefully hear from you, and get the opportunity to discuss game design and the position with you in more detail.