Joshua Pearson

Game Producer

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Location: Wellington/Remote NZ

About Me

A highly effective and organised leader with a passion for game production for all platforms, focusing on mobile games. Management and leadership background with a high competence in multi-departmental collaboration, Experienced in leading remote team game projects, including countless large team game jams and UE4/Unity prototypes.

Skills and Tech

- 3+ years of Unity and Unreal development with a design and production focus.
- 4+ years working with GitHub/Plastic SCM/Perforce in software and game development environments.
- Experience setting up and using CI/CD pipelines with Unity Cloud Build, through GH Actions and CircleCI
- Familiar with game and software dev tools and processes (Agile, Scrum, Jira, etc.) as well as delivering to strict deadlines, sprint evaluation and data analysis for effective future planning.
- Incredibly high level of attention to detail and problem solving skills.

Work Experience

Game Developer

Rovio Entertainment | January 2023 - Current

- Working as a client game developer on the largest grossing game in the Rovio portfolio, Angry Birds Dream Blast
- Focus on meta, analytics, A/B test implementations and optimizations strategy.
- Sprint planning ownership and fortnightly review for client backlog features.
- Running learning presentation meetings, including planning, designing and delivering various development processes and tools such as advanced Unity and C#, and game design patterns.

Junior Game Developer

Rockodile Games | November 2021 - Current

- Production design for mobile and web based apps and games, including game and ad testing in Unity 2D/3D.
- Game design and project planning for small scale local projects, one with a networking/multiplayer focus.
- Supporting and on-boarding interns during their study periods and guiding them through the game development lifecycle.
- Effective sprint maintenance for remote team with on prototyping projects.

Additional Experience

Game Jam team leader for Ludum Dare and GGJ events

Programmer, Producer and Game Developer | April 2019 - Current

- Lead 8 code jams, taking a given theme to an idea and launched a completed game successfully in 72 hours.
- Particular focus on production design, optimizations, bug fixing, and puzzle crafting.
- Code here and all recent game projects here.
- All projects in C#/Unity or JavaScript/HTML

Canterbury's Gamers Community/Oceanic Gaming

Head Event and Community Organiser | 2013 - 2017

- Running social media profiles, analytics, and events for a community of 2000+ people.
- Primary coordinator of official League of Legends events for Riot Games Sydney and other partners in NZ,

Qualifications and Education

Massey University

Bachelor of Science | Computer Science and Mathematics

July 2020 - June 2023

- Massey Scholar and graduating class Valedictorian
- A highly competent student with perfect grades in every course.
- Course marker and tutor for four computer science and mathematics courses.

Steps Drama Learning Development

Leadership Skills Certificate – Leading in the Vodafone Way

February 2017