

Grant Joyner

Game Designer, Programmer

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Development Tools ▪ Unreal Engine, Unity, Visual Studio, Adobe Photoshop, Maya, Audacity

Programming Languages ▪ C++, Blueprint (visual scripting), C#, C, HTML, CSS, JavaScript

Production Tools ▪ Perforce, Git, SVN, Sourcetree, Confluence, Jira, Trello, Excel, Slack

Skills ▪ Environmental design, scene composition, whiteboxing, narrative design, system design, user flow, user testing

Bachelor of Arts in Game Design ▪ DigiPen Institute of Technology

July 2019

ACADEMIC PROJECTS

Level Designer, Release Engineer ▪ *Perdition – 3D FPS built in Unreal Engine* ▪ 8 🧑

Sept 2017 – Dec 2018

Featured at the 2019 DigiPen PAX West Arcade Booth; Released on Steam on August 21, 2019

- Designed 4 levels for a 3D shooter game by using geometry, landscaping, and foliage tools in UE4's level editor
- Scripted events and checkpoints by using UE4's Blueprint editor and a custom tool developed by a teammate
- Communicated with a producer and a design team to share progress, ask questions, and establish deadlines
- Facilitated the use of Perforce version control by installing P4V on team computers and establishing work norms
- Documented version control setup and workflow for 7 teammates using Confluence

Level Designer ▪ *Wolf Bite – 3D FPS built in Unreal Engine* ▪ 1 🧑

Sept 2018 – Dec 2018

- Constructed 3 interior levels for a 3D shooter game using geometry tools in UE4's level editor
- Designed a stylish and dynamic interface for a 3D shooter game using UI, animation, and material editors in UE4
- Wrote dialogue for 6 scenes to build 5 characters across a three-act narrative

Technical Designer ▪ *Being Evelyn – 2D stealth game built in Unity* ▪ 5 🧑

Sept 2016 – May 2017

- Directed the development of a hacking puzzle game by working with 4 other teammates
- Created a puzzle generation system using C# to generate text-based puzzles which follow designed parameters
- Built digital prototypes for a puzzle game and a pause menu to collect user data across 12 playtests
- Scheduled and performed code reviews with a technical director and up to 3 other teammates

Solo Developer ▪ *Super Dunk Fighters – 2D basketball fighting game built in Unity* ▪ 1 🧑

Feb 2017 – May 2017

- Created a fast-paced multiplayer sports/combat game using Unity and C# scripting in Visual Studio
- Iterated on gameplay, audio, and visuals through rapid prototyping and feedback from 10 playtests
- Constructed a versatile custom input manager to read input from Switch Joy-Cons and Xbox One controllers

INDUSTRY-RELATED EXPERIENCE

Lead Instructor ▪ Black Rocket

Jun 2017 – Aug 2017

- Educated up to 21 kids in a classroom, ages 8 to 15, to use Unity and Construct 2 to make 2D, 3D, and VR games
- Prepared 5 three-hour classes per week by learning and practicing new tools to ensure my ability to guide students
- Coordinated with up to 5 supervisors and assistant instructors to guarantee a safe and fun learning environment
- Resolved technical problems by researching solutions after classes and communicating with company tech support