Grant Elliott Joyner

Level Designer

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

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

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

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

ACADEMIC PROJECTS

Level Designer, Release Engineer ▪ 8👤 ▪ *Perdition – 3D FPS built in Unreal Engine*   Sept 2017 – Dec 2018

- 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 as version control by installing software on team computers and establishing work norms
- Documented version control setup and workflow for 7 teammates by using Confluence

Solo Developer ▪ 👤 ▪ *Wolf Bite – 3D FPS built in Unreal Engine*   Sept 2018 – Dec 2018

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

Technical Designer, Programmer ▪ 5👤 ▪ *Being Evelyn – 2D stealth game built in Unity*   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# which generates random text puzzles that are highly customizable
- Built digital prototypes for a puzzle game and pause menu which gathered information from 12 playtests
- Implemented sound effects to create an engaging soundscape in tune with the game's sci-fi atmosphere
- 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*   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

Solo Developer ▪ 👤 ▪ *Waters of Vervadda – 2-player tabletop game*   Sept 2016 – Dec 2016

- Designed a combat system, 5 maps, and 9 unique playable characters for a 2-player combat game
- Performed weekly playtests using analog prototypes to receive feedback and improve player experience
- Constructed design documents and a rulebook to communicate design intentions

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 tools like 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

EDUCATION

Bachelor of Arts in Game Design ▪ *DigiPen Institute of Technology*   *Expected Graduation: August 2019*