

# Grant Joyner

Game Designer & Engineer

gejoyner@outlook.com

(443) 547 8375

www.linkedin.com/in/gejoyner



**Development Tools** ▪ Unreal Engine, Unity, Maya, VS, VS Code, Python, C, C++, C#, JavaScript, Scheme LISP

**Production Tools** ▪ Jira, Confluence, Zoom, Microsoft Teams, Slack, Skype, MS Office, Git, Perforce, Trello, Miro

**Skills** ▪ Environment design, encounter design, gameplay scripting, user flow, 3D modelling, manual & automated testing, accessibility testing, agile development, organizing tasks, interdisciplinary communication, WFH practices

## GAME PROJECTS

**Level Designer & Build Engineer** ▪ *Perdition – 3D FPS built in Unreal Engine* – [download here](#) Sept 2017 – Dec 2018

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

- Designed for 4 first-person shooter levels by using geometry, landscaping, and foliage tools in UE4's level editor
- Scripted events and checkpoints using UE4's Blueprint editor and a custom tool developed by teammates
- Choreographed over a dozen thematic combat encounters to progress the game's difficulty, complexity, and narrative
- Communicated with producer and design team to identify project goals, gather feedback, and establish a roadmap
- Engineered and documented version control structure and processes for 7 teammates using Perforce

**Level Designer & UI Designer** ▪ *Grant's Big Fishin' – 3D fishing simulator built in Unreal Engine* Jan 2019 – July 2019

- Constructed 3 outdoor environments with rivers, ponds, and springs for a relaxing first-person fishing experience
- Utilized environment assets, post-processing effects, and audio triggers to immerse players in a dynamic landscape
- Scripted game events and environmental changes using Blueprint to create exciting narrative developments
- Developed a reactive HUD and inventory interface to offer contextual information and functions for the user

## WORK EXPERIENCE

**Software Test Engineer** ▪ *Experis, The Pokémon Company International* Mar 2023 – Present

- Worked on a team of 8 test engineers to conduct regular regression testing for an e-commerce platform
- Designed and implemented several automated test flows using mabl, Postman, JavaScript, GraphQL, and several REST APIs in order to increase scalability and reliability of my team's testing solutions
- Developed software tools for my team using Python to reduce testing time and boost work efficiency
- Communicated with over 50 teammates and developers using Zoom, Teams, and Slack while working remotely
- Presented several demonstrations for up to 8 team members to inform and instruct them on new tools and workflows

**Test Associate 3** ▪ *Experis, The Pokémon Company International* Aug 2020 – Mar 2023

- Worked on a team of 10 test associates to conduct manual testing for several web- and application-based projects
- Organized a testing strategy for a content management system by gathering requirements and writing a test plan
- Complied with security protocols to protect company devices and information in a work-from-home environment
- Submitted 216+ Jira tickets, wrote 138+ qTest cases, and contributed to 55+ Confluence documentation pages

## EDUCATION

**Bachelor of Arts in Game Design** ▪ *DigiPen Institute of Technology* July 2019

- Continuing game technology education with post-graduation classes