

# JOSEPH MACKLE

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## PERSONAL PROFILE

Graduate in Game Design and Production at Abertay University, with a view to pursuing a career in the Games Industry in a QA position and ultimately a UX/UI Designer role. Strong skillset in communication, critical thinking, project management, problem solving, attention to detail and experience and developed a strong sense of determination and resilience through project team working. Strong team and innovation skills developed through degree and external projects. I have a great passion for gaming and game design. I always take such pride in my university projects which has resulted in my professional project being put forward as an exemplar of best practice to other students.



## EDUCATION

### BA (Hons) Game Design & Production | Abertay University

2019 – 2023

- Qualified with an Upper Second-Class Honours (2:1) / 3.45 GPA

### Level 3 Games, Animation & VFX Skills | Southern Regional College

2017 – 2019

- Awarded a Distinction (A\*) in AIM Awards Level 3 Extended Diploma

### Lismore Comprehensive School | High School

2012 – 2017

Obtained my GCSEs and additional qualifications in Engineering Services, Technology and Innovation, Design and Creativity.

### Certificates | Personal

2021 – 2022

- Responsive Web Design (300 Hours)
- Intro to Web Development with HTML and CSS (2 Hours)
- Build a Web Page with HTML, CSS, JavaScript from Scratch (3.5 Hours)



## SKILLS

- User Experience
- Prototyping
- Documentation
- User Research
- Test Planning
- Teamworking
- Problem Solving
- Communication
- Resilience and Creative



## SOFTWARE

- Adobe XD
- Figma
- Unity (C#)
- Photoshop
- MS Suite / G Suite
- Jira / Trello



## EXPERIENCE

### Origins of the Laoich | [Professional Student Project](#)

JAN 2022 – MAY 2022

Player vs AI Digital Card Game, developed by a team of 6 over 5 months.

- **Producer:** I managed the Jira for this project, creating and updating all tasks. I also managed the team/client meetings and was responsible for allocating key tasks and outputs to project team members. Responsible for planning and allocating activities for all the Team Sprint aspects of the project.
- **Designer:** I Designed the core gameplay, User Experience and User Interface implementation. I designed a multitude of card abilities.
- **Quality Assurance:** I managed the Bugzilla for the team's bug reports, communicated with the 1<sup>st</sup> year testers, and coordinated priority tasks. Experience gained in beta testing and early access releases as well as identifying any issues in the game build.
- **Audio Design:** I Designed and implemented multiple audio elements within the game.

### Whispers of Home | [AGDS Halloween Game Jam](#)

48 HOURS – OCT 2022

First-person Horror Game. Developed by a team of 6 over 1 weekend (48 hours)

- **Designer:** I helped Design the core gameplay mechanics for this project as well as plan the UX/UI in this project.
- **Social Manager:** Managed the Itch.io page for this project.

### Tree Tapper | [Green Game Jam 2019](#)

48 HOURS – NOV 2019

Idle Clicker Game, Developed by a team of 6, Majority 1<sup>st</sup> Years. This project was part of the Ukie Green Game Jam

- **Designer:** Designed the core theme and gameplay mechanics for this project.
- **Social Manager:** Managed the Twitter and Itch.io page for this project.

### Hunde Hoppen | [AGDS Game Jam](#)

72 HOURS – OCT 2019

Infinite Platformer, Developed by a team of 6, Majority 1<sup>st</sup> Years. This project was part of the AGDS Mid-Term Game Jam

- **Designer:** Helped design backstory and gameplay mechanics. - *I was guided by a 4<sup>th</sup> year Design student at the time as an introduction to Game Jams and Quick-Design.*



## COMMENTS

Comment from Lecturer: *"We are adding to our library of exemplar student work for DES310 and would like to include your portfolio submission"*