

# JOSEPH MACKLE

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## OBJECTIVE

Break into the Games Industry, my target role is UX/UI Designer. However, my knowledge covers many other roles such as Production, Design, QA, and Analytical & Data Driven Design.



## EDUCATION

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

2019 – 2023

I am currently undertaking my Honours Degree at Abertay University.

- Production & Leadership: B+ / 3.50
- Game Mechanics & System Design: B / 3.00
- Analytics and Data-Driven Game Design: B / 3.00
- Game Design Practice: B+ / 3.50
- Professional Project: A / 4.00

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

2017 – 2019

This course covered 3 different industries, all with close ties to each other, throughout the 2 years I learnt about each of the industries and in the final year we got to pick 1 industry to focus on, I went with the “Games Industry”, this involved developing a project over the course of the year for our final submission.

- AIM Awards Level 3 Extended Diploma: Distinction

Final Project Page: [Here](#)

- Password: TDD-2019

### Lismore Comprehensive School | High School

2012 – 2017

I attended Lismore from 2012-2017, I undertook external learning which involved technology innovation and digital media. Leaving to attend SRC to learn about the Games, Animation and VFX industries.

- Math: C
- English: C
- Science: C
- IT: B
- OS Engineering Services: B / Merit
- OS Technology and Innovation: B / Merit
- OS Design and Creativity: B / Merit

### 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)



## 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 tasks. I also managed the team/client meetings.
- **Designer:** I Designed the core gameplay, User Experience and User Interface implementation. I designed a multitude of card abilities.
- **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.*



## SKILLS

- |                   |                 |
|-------------------|-----------------|
| • User Experience | • User Research |
| • Prototyping     | • Gameplay      |
| • Documentation   | • Game Feel     |



## SOFTWARE

- |              |                 |
|--------------|-----------------|
| • Adobe XD   | • Photoshop     |
| • Figma      | • MS Office     |
| • Unity (C#) | • Jira / Trello |



## ACTIVITIES

- |                      |               |
|----------------------|---------------|
| • Multiplayer games  | • Photography |
| • Bass Guitar Player |               |



## COMMENTS

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