JOSEPH
MACKLE

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PERSONAL PROFILE

Currently studying 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

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 (Designated an exemplar project by my tutors)

Level 3 Games, Animation & VFX Skills | Southern Regional College
2017 – 2019

- Awarded a Distinction in AIM Awards Level 3 Extended Diploma
- 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 opted for the "Games Industry" which involved developing a project over the course of the year for our final submission.

Final Project Page: Here

- Password: TDD-2019

Lismore Comprehensive School | High School
2012 – 2017

I attended Lismore from 2012-2017 and 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)

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 1st 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 1st 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 1st Years. This project was part of the AGDS Mid-Term Game Jam

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

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

COMMENTS

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