JOSEPH BROWN
Combat Designer | Blueprint Specialist
nhbrown95@gmail.com | josephbrowndev.com | linkedin.com/in/joseph-brown-gamedesign

PROFESSIONAL SUMMARY
Combat-focused Game Designer with hands-on Unreal Engine Blueprint development experience specializing in AI behavior systems, combat mechanics, and cross-departmental collaboration. Proven ability to implement gameplay features, balance combat parameters, and coordinate with programming teams to deliver polished experiences on schedule.

CORE COMPETENCIES
Technical Skills: Unreal Engine 5 Blueprints, Visual Scripting, AI Behavior Trees, Python, C++, Java, Git Version Control, Performance Optimization, Technical Documentation
Design Skills: Combat Systems, Enemy AI Design, Gameplay Balancing, Level Scripting, Systems Implementation, Bug Resolution, Playtesting & Iteration

PROFESSIONAL EXPERIENCE
Unreal Engine Blueprint Designer | Aetherverse | Remote | September 2025 - Present
- Design and implement environmental gameplay systems using Blueprint visual scripting
- Collaborate with multiple departments to deliver features on schedule
- Create modular, optimized game systems following technical documentation standards
- Manage task timelines and communicate progress across cross-functional teams

Junior Software Engineer | Revature | Remote | April 2025 - June 2025
- Developed clean code practices and debugging methodologies in Agile environment
- Collaborated with engineering teams on software development lifecycle processes
- Gained experience with structured testing and quality assurance workflows

Unreal Project Intern | Escape Enterprise | Remote | February 2025 - April 2025
- Led cross-disciplinary Unreal Engine team of artists and engineers
- Implemented character customization systems using Blueprint scripting
- Researched and documented best practices for AI implementation and motion systems
- Coordinated team meetings and task scheduling to meet project deadlines

KEY PROJECTS
Blood and Sand - Combat AI System
Academic/Personal Project
- Designed and built combat AI system with enemy behaviors using Blueprint visual scripting
- Implemented behavior trees for enemy decision-making and state management
- Created modular combat framework for testing different AI approaches
- Developed combat arena with environmental interactions and player feedback systems

Limitless Runner | *Published on Steam*
- Developed procedural generation system with 5 platform types and varied movement patterns
- Implemented 12 animation states for character movement and combat-style grappling mechanics
- Designed power-up system with gameplay effects and parameter balancing
- Optimized performance using object pooling and memory management techniques

EDUCATION
Bachelor of Science: Game Design | Full Sail University | Florida | January 2025
Focus: AI Systems, Gameplay Programming, Blueprint Development
Relevant Coursework: Advanced Gameplay Systems, AI Programming, Technical Game Design

ADDITIONAL QUALIFICATIONS
- Strong technical documentation and presentation skills for design communication
- Experience balancing gameplay parameters and iterating based on playtesting feedback
- Proven ability to coordinate with programming teams and manage cross-departmental workflows
- Proficient in Microsoft Office Suite for documentation and design materials