Joseph Calabro   Job Seeking: Game Designer

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Profile

BSc (Hons) Computer Games Development Graduate, with programming and design skills and experience. Strong problem solving, and interpersonal skills developed through academic and personal studies. Seeking a game design job in the games industry.

Skills

Technical
- **Programming Languages:** C++, C#, Blueprints, GML.
- **Applications:** Unity 3D, Unreal Engine 4, Monogame, Photoshop, Clip Studio Paint, Blender, Maya, 3ds Max, Substance Designer, Substance Painter.
- Developed core programming and design skills through academic and personal studies, demonstrated through the development and publication of the games "System Goose Overload" on PC and "Takotan - 星のタコ" on PC, PS4, PSVita, Xbox One, and Switch.

Team Working
- Headed the development of VR applications as senior developer in the XR Lab London. Worked in a team to deliver products to meet design specifications.
- Experience as team leader during the development of the game "Takotan". A position that involved, task allocation, team motivation and designing and providing pseudo code to help co-ordinate and ensure high quality results.

Organisation
- Experience managing a team of nine game testers during the development of Takotan, creating and providing necessary documentation and instructions in an organised manner to ensure an efficient and well-paced workflow.
- Volunteered as administrative assistant at Pocket Gamer Connects London 2018, involving the organisation of the event's guests and attendants while under time constraints.

Design/Creative
- Proven ability to create assets efficiently in order to meet deadlines during game jams and other personal projects, showcased by the games "System Goose overload" and "Takotan - 星のタコ".
- Adapting the creation of 2D and 3D assets to be handled efficiently by different graphic pipelines.

Higher Education

BSc (Hons) Computer Games Development   09/2017 – 07/2020
University of Westminster

- First class honours.
- Modules included: Object Oriented Programming, Game Engine Architecture, Applied Maths and Physics, 3D Graphics Programming, Game Group Projects, Mathematics for games.
- Awarded the College of Design, Creative and Digital Industries' Excellence Award.
- Takotan - 星のタコ shortlisted for Best Student Game – Grads in Games Award 2020.

Other Education

BTEC Extended Diploma Music and Sound Technology   09/2015 – 06/2017
City of Westminster College

- Achieved a triple distinction star (D*D*D*).
- Set up a successful live music event.

GCSE   09/2009 – 06/2014
ST Thomas More Language College

- Nine GCSEs (A-C), including Maths and English
- Completed the Bronze and Silver Arts Award

Employment

Senior Developer   10/2019 – 03/2020
XR Lab London

- Working closely with a team, designed, developed and explored a variety of ideas and applications to meet the needs of clients.
- Optimised assets and design choices to fit the limitations of the VR platform.
- Identified how mechanics could be put into practise and developed upon.
- Responsible for creating all the necessary documentation.

Artist/Designer   09/2017 – 07/2019
Freelance

- Developed and explored various art styles and ideas to meet the needs of independent developers.
- Responsible for the creation and enhancement of game graphics, providing assistance to other artists through advice and refinement.

Voluntary Work

Game Tester   08/2019 - 09/2019
Bossa Studios

- Provided assistance to developers through feedback and recommending design choices and features to aid and improve the development of games.

Interests

- **Video Games** – I enjoy playing and making video games while staying up to date with the current news in the industry.
- **Art** – I try to spend at least an hour a day drawing, and I am always looking to improve.
- **Music** – I enjoy playing the piano and writing music whenever the opportunity arises.
- **Languages** – I am currently learning to read, write and speak Japanese, a language and culture I find interesting.

References

- Available on request.