

JOSH WRIGHT

Level & Game Design



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About Me

I am an aspiring games designer, who currently works as one of the level designers for the Indie games company, PixelBomb Games, working on the title 'Beyond: Flesh and Blood', a sci-fi action adventure that is currently out in early access on steam. Over the past two years, I have gained a strong understanding of the game development pipeline. Since I graduated from UCLan University with a First Class Honours degree in Games Design I have continued to advance my skills, and in doing so, I was invited back to give a lecture first year students on the course. I am a passionate individual who looks to further my knowledge in my own time, by creating small side projects in the Unreal Engine. During my time at PixelBomb Games, I have been praised for my effort and the fact that I can be counted upon when needed.

Work Experience

PixelBomb Games - Level Designer (August 2014 – Present) for the game Beyond: Flesh and Blood. I have been involved in the creating multiple levels from the game both in UDK and in the move to UE4. My Primary responsibilities included setting up the scripting for each level, including AI encounters, Scripting of cut-scenes, Level Optimisation and Level Streaming.

White Paper Games – QA testing Ether One (2014) Ether One is a PC puzzle based narrative driven game that allows the player to play as much or as little as they wish!

Successfully participated in University/Industry linked live briefs: Traveller's Tales; Sony; Eureka! The National Children's Museum and the BBC

Skills

- Level Design
- Blueprints
- Scripting
- Level Streaming
- AI Encounter Design
- Kismet
- 3D Modelling
- Unreal Engine 4
- UDK Engine
- Adobe Photoshop
- Autodesk Maya
- Construct 2
- Capable of using both Windows and Mac operating systems

Education/Qualifications

University of Central Lancashire - Games Design
(September 2011- July 2014) First Class

University of Central Lancashire - Foundation in Art & Design
(September 2010 - July 2011) 2.1

Reference

Bev Bush , Course Leader B.A.(Hons) Games Design,
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