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JOSEPH GEORGE

GAME DESIGNER

REFERENCES

Ben Hugo, manager at Fruitlab.
Level 2, 12 Greenhill Rents, London,
EC1M 6BN
ben@fruitlab.com
Tel: 07388 038508

Andy Lemon, tutor at LSBU.
103 Borough Road, London,
SE1, OAA.
andy.lemon@lsbu.ac.uk
Tel: 020 78157 815

SKILLS

Independent & Group Work

Writing & Documentation

Prototyping

Sociability

Leadership

Production Scheduling

Mechanic & Level Design

EDUCATION

First Class Honours Degree in Game Development & Design
London South Bank University
2018 – 2021

Level 3 Diploma in Art & Design (Distinction)
East Coast College
2016 – 2018

English Literature A Level, grade B
History A Level, grade D
Sir John Leman Sixth Form
2009 - 2011

8 GCSEs, grades A – C including English, History, Maths & Sciences
Sir John Leman High School
2009

ABOUT ME

I've loved games for as long as I can remember. I have vivid memories of my very first interaction with video games; Playing Crash Bandicoot 2 with my family, on a special Christmas Day morning. The spark of joy that lit in me that day has blossomed over the years into a desire to create my own games and work in the industry, which I'm incredibly grateful to now do.

I have an urge to create things, and find happiness in contributing to projects whilst learning along the way. I love being around other passionate, creative people, and collaborating to create better pieces of work. I strive daily for progress in all areas of my life, and ultimately believe I can be an asset to your company.

EMPLOYMENT HISTORY

Associate Content Designer, Rockstar Games
EDINBURGH/REMOTE | NOVEMBER 2021 – PRESENT

I currently work as an associate content designer at Rockstar North. Whilst I can't go into heavy detail about my job, I can say that my experience with game engines and study of design principles has helped me in this role, and that I work closely with a fantastic team to collaborate and see out my duties.

Game Design Lecturer, Gloucestershire College
GLOUCESTER | AUGUST 2021 - NOVEMBER 2021

I worked as a game development lecturer, teaching students the core principles and basics of game design. This kept games very much at the forefront of my mind whilst being able to grow as a developer. My responsibilities included:

- Creating my own scheme of work and assignments
- Teaching Blender, design theory and Unity to classes
- Overseeing the progress of two year groups

Game Development Intern, Fruitlab Media Limited
LONDON/REMOTE WORKING | FEBRUARY 2021 – JUNE 2021

I was selected to be a game design intern on Fruitlab's in-house studio, producing arcade games for their platform. This position was part time as it coincided with my studies. Key responsibilities included:

- Outlining what the game will be, the core gameplay loop, mechanics
- Developing and maintaining the design documentation, asset lists and schedules
- Assisting with art direction, and overseeing audio design