

# JOSEPH SIEHL

## Systems and Technical Designer

+1 (484) 431-4137 | [josephsiehl97@gmail.com](mailto:josephsiehl97@gmail.com) | [josephsiehl.com](http://josephsiehl.com)

### Skills

#### Professional Strengths:

- Game Design
- Systems Design
- Gameplay Programming
- Game Documentation
- Multidisciplinary Communication
- Rapid Prototyping
- Progression Design
- Mobile Game Design
- Agile/Scrum Development

#### Software and Languages:

Unity Engine; Visual Studio; Proficient with object-oriented C++ and Unity C#; Adobe Suite; Microsoft Office Suite; Google Suite; Source Control (Git, SVN, and Mercurial); Azure DevOps; Jira

### Work Experience

#### Associate Game Designer II - WIMO Games

09/2022 – 11/2022  
Austin, TX (Remote)

- Performed systems and content design on an unreleased mobile game
- Implemented, tested, and iterated on various in-game assets to improve player direction, readability, and progression

#### Quality Assurance Tester - Grover Gaming

07/2021 – 08/2022  
Greenville, NC

- Performed both planned and ad-hoc testing on electronic pull tabs
- Tested new and converted games while adhering to state gambling regulations

#### Game Designer - FunnyTastingColors LLC

05/2020 – Present  
Remote

- Developed [Mini Golf RPG](#), a free-to-play mobile game for [iOS](#) and [Android](#) devices
- Released Mini Golf RPG in January 2022, with continued updates
- Designed and balanced gameplay mechanics, in-game economy systems, and monetary systems to appeal to both free-to-play and paying players

### Game Production Projects

#### Guided - Developed in Unity

01/2020 – 05/2020  
Team Size: 13

**Role:** Systems Designer, Technical Designer

A [guild-management game](#) where players send adventurers on various quests.

- [Released on Steam](#) in May 2020
- Designed and contributed towards core gameplay systems
- Balanced the in-game economy and player progression
- Onboarded midway through development and quickly acclimated to the team and project

### Education

#### Champlain College - BS in Game Design; Minor in Game Programming

Graduated 05/2020  
Burlington, VT

- **GPA:** 3.925 (Graduated Summa Cum Laude)
- Studied abroad in Montreal, QC, in Fall 2018 studied under industry professionals
- **Relevant Courses:** Senior Production / Game Systems and Exp. Design