

# JOSEPH SIEHL

## Systems and Technical Designer

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### 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

#### Game Designer (Contract) - *Team Sometimes Y*

11/2022 – Present

Remote

- Assisted in developing [Part of You](#), an adventure game set to release on Steam
- Participated in systems and narrative design meetings to create an engaging, interconnected, and explorable world
- Planned and wrote dialogue for various characters, while also keeping their personalities in-line with the design lead's specifications

#### 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 monetization systems for a live-service game

### 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 under industry professionals
- **Relevant Courses:** Senior Production / Game Systems and Exp. Design