

JOSHUA KEENE

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GAME DESIGNER

I am a passionate and experienced game designer with 5 years of codev behind me working on AAA titles. I pride myself in being a generalist, with the ability to dip into level, technical or mission design as the situation requires. I am very familiar with Unreal and Blueprints, but have also worked in Unity with C# as well as in proprietary engines. I am a confident problem solver and enjoy tackling bugs other challenges. Needless to say, I love games, I love the stories they tell and the impact they've had on me and my goal is always to strive to make experiences that resonate with others they way my favourite games have resonated with me.

EXPERIENCE

- | | |
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| Current | EXODUS |
| Nov 2023 | Climax Studios Archetype Entertainment
Game Designer |
| | <ul style="list-style-type: none">- Worked with Archetype Entertainment on EXODUS, an epic sci-fi RPG.- Responsible for the creation of several key interactable gameplay objects, taking them from prototype to final implementation, working closely with all disciplines.- Took ownership over areas of level design for main & side missions, whiteboxing rooms/combat encounters, scripting logic and working closely with art to ensure design intent remains intact.- Implemented multiple side quests in the games hub world, scripting objectives, conversations, combat and more. I took these side quests through numerous rounds of review & feedback and worked closely with the narrative team at Archetype to deliver memorable experiences to the player.- Led the initial implementation of key systems in the hub world, including companion optional conversation map markers and the games system for handling the sweeping time dilation player choice-consequence changes, serving as the point of contact for these systems on the Climax side. |
| Nov 2023 | |
| Sept 2021 | Age of Empires IV (XBOX) |
| | Climax Studios Microsoft
Junior Level Designer |
| | <ul style="list-style-type: none">- Worked with Relic Entertainment & Microsoft on the XBOX port for Age of Empires IV.- Served as level designer for the console ports new tutorial campaign, working with Relic's proprietary engine to craft the maps according to our teams designs.- Led the design for the minimap interface, taking the design all the way from paper prototype to implementation, working with Art and Code.- Spearheaded the initial scripting implementation for the tutorial missions, working in Relic's own LUA based scripting language. |

EDUCATION

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| Jun 2021 | BA (HONS) COMPUTER GAMES (DESIGN) |
| Sept 2018 | First-Class Honours from Solent University, Southampton |

SKILLS & ACHIEVEMENTS

Game Design | Mission Design | Level Design | Technical Design | Scripting | Whiteboxing | Prototyping
Unreal Engine | Problem Solving | Unity | C# | Perforce | Confluence | Photoshop | DaVinci Resolve

- Came 1st place in a level design competition run among the designers at Climax Studios, the victor was selected by the Lead Designers and the Design Director.
- I was trusted to cover for the Lead Designer while they were on leave for EXODUS, attending meetings in their stead and serving as the Climax design point of contact for the Archetype team.