

JOSHUA KEENE

GAME DESIGNER

www.joshuakeene.co.uk

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CONTACT

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SKILLS

- Narrative/Quest Design
- Level Design
- Gameplay Design
- C# Scripting
- Time Management
- Attention to Detail
- Teamwork
- Communication

SOFTWARE



REFERENCES

Available upon request.

I am a passionate and hard-working team player, graduating in 2021 with a BA in Game Design. Ever since playing my first game, Skyrim, in 2013, I have loved games. My passion only became further fuelled after getting into games like Mass Effect and The Witcher 3. This drove me to pursue a career in games, hungry to learn and create experiences like those that have greatly affected me. I have built up my game development and design skills from nothing throughout my university studies, gaining a strong understanding of the games industry, design documentation, and confidence in a range of industry-standard software. I am eager to break into the industry to learn, collaborate and create even further in my aspired career path.

EXPERIENCE

Sept 2020

Current

GAME DEVELOPER

BLKOUT Studio, Southampton

- Joined a student-formed development studio and worked with a team to create **'Hactivist'** — published on Itch — achieving over 200 downloads. I was responsible for the original narrative concept and served as Narrative and Level Designer throughout the production.

Sept 2018

Current

GAME DEVELOPER

Solo Projects

- Undertook my university Final Major Project, creating **'Fallacy'**, a top-down fantasy action-adventure, focusing on quest design. The development of this project can be seen throughout blogs on my website.
- **'The Brink'** – A sci-fi narrative adventure, further used as a case study to investigate different kinds of choice and consequence. View more in my portfolio.
- **'Smugglers Cove'** – A first-person escape room, focusing on puzzle and level design with additional attention given to testing and UX design.
- Participated in several game jams, winning the Solent University Halloween Game Jam in 2019 with **'Grave Consequences.'**
- View more games such as **'Project Virus'** and **'Robot Testing Grounds'** in my portfolio.

EDUCATION

Sept 2018

Current

BA (HONS) COMPUTER GAMES (DESIGN)

Solent University, Southampton

Narrative/Quest Design & Implementation, Level Design, Experiential Design, Prototyping, Games Research, UX Research and Design, Puzzle Design, Game Design Theory, Testing and Iteration, QA, Character Concept & Modelling, Animation, Game Production in a 13-man team, Programming Fundamentals.

Sept 2016

July 2018

STRODE'S COLLEGE

Level 3 BTEC Applied Science Subsidiary Diploma (DS*), Level 3 Product Design (C), Level 3 Physics (E).

Sept 2011

July 2016

BISHOP WAND C of E SCHOOL

11 GCSE's A* - C (A in Maths & B in English).