

JOSH HARDY

GAME DESIGNER

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I am a proactive and determined team player with over 2 years of industry experience as a Game Designer with a BA in Game Design (1:1). During my career and studies, I have built a comprehensive understanding of the game industry, formalised documentation and developed strong skills in key industry software such as Unity, Git and SVN. I have also created several games both solo and in a team, ranging from a casual mobile card game to a third person action-adventure game. I have further developed my skills by publishing a mobile game to the App Store and Google Play and taken several online courses.

KEY SKILLS

- Narrative Design
- Teamwork
- Communication
- Problem Solving
- Gameplay Design
- Level Design

SOFTWARE

- Unity
- Git, SVN
- Miro
- Confluence
- Jira

CERTIFICATES

- The Art of Level Design
- QA Manual Software Testing
- Best in Show 2021 Solent University
- Complete C# Masterclass

EXPERIENCE

Game Designer (Sept 2023 - Current)

Hutch, London

- Designing Levels for Match 3 Game
- Worked with outsourced design teams to plan and review more levels
- Design and documentation of new mechanics
- Improved design processes and workflow of obtaining feedback and reviewing game content
- Worked closely with Product Manager to analyse player data and improve KPIs by iterating on level design & adjusting difficulty curves

Game Designer (Sept 2021 - Aug 2023)

Kwalee, Leamington Spa - Started as Junior

- Spearheaded narrative design and wrote the game story for a casual mobile game
- Designed and written documentation for full production titles, features and gameplay content
- Creative problem solving, innovative feature and gameplay ideation
- Work with multidisciplinary teams to guide the development and delivery of key features
- Worked alongside feature and content team

EDUCATION

(BA) COMPUTER GAME DESIGN

Solent University, Southampton – First Class Honours (1:1)

- Combat System Design & Implementation
- Created Games from Prototype to Publish
- In-depth analysis of the Principles of Design
- UX Research & Design
- Visual language experiment
- Concept Art, Character Design, 3D Modelling & Animation

Others

Level 2 Personal Training
9 GCSEs (A* in Maths)

OTHER

Game Developer/Founder

BLKOUT Studio, Southampton

- Solo produced and published a mobile endless runner game called 'Animal Dash' for iOS and Google Play, using Unity & XCode. Created a Facebook Display Ad campaign to promote the game.
- RAGNARÖK – Third-person action-adventure game inspired by Norse Mythology.
- More games such as 'The Asylum' can be seen on my portfolio