

JOSH HARDY

GAME DESIGNER

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I am a proactive and determined team player with a year of industry experience as a Junior 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 and Git. 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

- Gameplay Design
- Teamwork
- Communication
- C# Scripting
- Level Design
- Time Management
- Attention to detail
- Proactive
- Design Theory
- Narrative Design

SOFTWARE



CERTIFICATES

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

EXPERIENCE

Sept 2021

Current

JUNIOR GAME DESIGNER

Kwalee, Leamington Spa

- Level Design for 100+ levels on a Casual Mobile Game
- Designed and written documentation for full production titles
- Creative problem solving and game ideation

Sept 2020

Sept 2021

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.
- Worked with a team to create the game '*Hactivist*' and published on Itch.

Solo Projects

- *RAGNARÖK* – Third-person action-adventure game inspired by Norse Mythology.
- More games such as '*The Asylum*' can be seen on my portfolio

EDUCATION

Sept 2018

June 2021

BA GAME DESIGN

Solent University, Southampton – First Class Honours

Combat System Design & Implementation, Created Games from Prototype to Publish, In-depth analysis of the Principles of Design, Software Testing, Programming Fundamentals, UX Research & Design, Visual language experiment, Concept Art, Character Design, 3D Modelling & Animation. Key modules:

- Digital game design and prototyping
- Experiential Design
- User Centered Design
- Video Game Design

Sept 2015

July 2017

BARTON PEVERIL COLLEGE

Level 3 Business Diploma A*A*, Level 3 Sports Certificate A, Level 2 Personal Training A

Sept 2010

July 2015

THE MOUNTBATTEN SCHOOL

9 GCSE's A*-C (A* in Maths & A in English)