

JOSH WRIGHT

Level & Game Design



Mobile: 07545776747

joshwright7@gmail.com

Contact Details

Website: www.jwrightgames.com

LinkedIn: www.linkedin.com/in/josh-wright-0aa1b899

About Me

I am an aspiring games designer, who currently works as a lecturer at UCLAN university, covering modules focused on games design, level design and the Unreal Engine. During this time as a lecturer I have continued to advance my skills within these areas, but through my research projects I have also gained valuable experience within VR. During my time at PixelBomb Games as a level designer. I worked on the title 'Beyond: Flesh and Blood', a sci-fi action adventure that is currently out steam. This helped me gain a strong understanding of the game development pipeline. I am a passionate individual who looks to further my knowledge in my own time, by creating small side projects in the Unreal Engine. During my time at UCLAN & PixelBomb Games, I have been praised for my effort and the fact that I can be counted upon when needed.

Work Experience

PixelBomb Games - Level Designer (August 2014 – July 2016) for the game Beyond: Flesh and Blood. I have been involved in the creating multiple levels from the game both in UDK and in the move to UE4. My Primary responsibilities included setting up the scripting for each level, including AI encounters, Scripting of cut-scenes, Level Optimisation and Level Streaming.

UCLAN University – Games Design Associate Lecturer (April 2015 – April 2017) During this time as a lecturer I oversaw two modules that where focused around games design, level design and the Unreal Engine.

UCLAN University – Games Design Lecturer (May 2017 -) from my time as an associate lecturer, my position was then made permanent. I still oversee both design orientated modules, focussing on the use of blueprints within UE4 to help create mechanics to enhance students' projects setting them up for their third year. With this permanent role have now also started research projects that focus on using VR within the Unreal Engine with the Global Sound Movement. This project has been featured twice on BBC programmes.

Skills & Programs

- Level Design
- Blueprints
- Scripting
- Level Streaming
- AI Encounter Design
- Unreal Engine 4
- Adobe Photoshop
- Autodesk Maya
- Construct 2
- Capable of using both Windows and Mac operating systems

Education/Qualifications

University of Central Lancashire - Games Design
(September 2011- July 2014) First Class

University of Central Lancashire - Foundation in Art & Design (September 2010 - July 2011) 2.1

Reference

Bev Bush, Senior Lecturer B.A.(Hons) Games Design,
School of Art, Design & Performance, Victoria Building
University of Central Lancashire, PR1 2HE, Ext:3348,
abbush@uclan.ac.uk