Joe L Young III

Game Designer

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Summary

Intention-Driven Game Designer leveraging a background in software engineering to build, prototype, test, and tune **scalable game systems**. Experience in **encounter design, boss design, core mechanics, and data-driven balance.** Utilizing my foundation in **Object-Oriented Programming** and QA strategy to ship stable products

Game Design & Technical Projects

Capstone Project: Turn-based Roguelite Video Game MVP

- **Designed, prototyped, and implemented** a multi-phase boss encounter in Unity to test player mastery of all core systems; **tuned difficulty and pacing** using actionable feedback from **40+ hours of playtesting and data analysis**.
- **Developed, iterated, and maintained core enemy designs** and documentation, leveraging **Figma/Word/Excel** to structure data and streamline the creation of new enemy types.

Cthulhu-themed Tabletop RPG & Board Game Redesign Project: Monopoly

- **Developed and validated 3 core design systems** (encounter rewards, enemy frameworks) for a tabletop RPG; used rigorous **competitor analysis** to ensure thematic consistency and **balanced progression**.
- Collaborated with a cross-functional team of 4 to clearly document systemic changes and facilitate the iteration process based on player feedback.

Skills

Design: Encounter Design, Systems Design, Balancing, Player Flow/UX, Difficulty Pacing, Prototyping
Technical Stack: Unity, C#, Git, Agile, Object-Oriented Programming, JIRA,

Experience

Dematic | Warehouse Automation Company | Full-Stack Engineer | Sep 2021 – Present

- Collaborated with cross-functional teams to **optimize development and QA cycles**, introducing new tools that eliminated redundant tasks and effectively **doubled team productivity**.
- **Engineered reusable, componentized code** that significantly improved development efficiency and promoted **code consistency** across large-scale projects.

Purple Rock Scissors | Strategic Creative Agency | React Developer | Oct 2020 – Sep 2021

- **Led the QA effort** for the frontend team, **proactively mitigating code quality risks** by diagnosing and refactoring JavaScript code to ensure application reliability.
- Developed **responsive front-end interfaces from Figma designs**, showcasing an acute focus on **UI/UX** and cross-platform compatibility.

Education

University of Washington | Certificate in Game Design | 2025
Armstrong Atlantic State University | Computer Science Coursework