# JOE OLIVEIRA

## GAME DESIGNER | SYSTEMS DEVELOPER

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## EDUCATION

**Nov 2022- May 2025**
**FULL SAIL UNIVERSITY**

- Bachelor of Science, Game Design
- GPA: 3.77

- Key Coursework: Game Mechanics, Systems, Technical, Gameplay & Level Design, UI/UX
- Skills Gained: Unreal Engine, Unity, Blueprint Scripting, Prototyping

## SKILLS

- Design: Core Gameplay Features, Progression Systems, Balancing, Level Design
- Engines & Tools: Unity, Unreal Engine, Blueprint Scripting, C++, C#
- Prototyping & Documentation: Game Design Documents (GDDs), Wireframes, User Flows, Feature Documentation
- Player Data: Analytics, Metrics, Player Retention Strategies
- Technical Integration: API Development, Automation, Scalable Infrastructure
- Too many others to list!

## SOFT SKILLS

- Leadership: Mentorship, Knowledge Sharing, Team Development
- Collaborate: Engineers, Artists, QA, Cross-Functional Teams
- Written Communication: Clear Documentation, Stakeholder Reports, Design Rationales
- User Research: Player Feedback, Community Insights, Iterative Testing
- Adaptability: Rapid Prototyping, Agile Development Cycles, Responsive Design

## SUMMARY

Creative and collaborative Game Designer specializing in gameplay design, core game features, progression systems, and player retention. Strong experience in analyzing player data, metrics, and user research to drive iterative improvements. Excellent written communication, leadership, and knowledge sharing skills, combined with hands-on experience in Unity and Unreal Engine.

## PROJECTS

### Treehouse - Full Sail Hall of Fame Game Jam
Lead Systems & Gameplay Designer
- Led the design of core gameplay features, including modular building, stealth mechanics, and progression systems.
- Developed player-focused features like inventory systems and enemy tracking using Blueprint scripting.
- Conducted user research through playtesting sessions, using player data and metrics to refine gameplay clarity and progression pacing.

### Rogue Slots - Full Sail - Capstone Project
Technical, Combat, Gameplay & Systems Designer
- Designed core features combining slot mechanics and roguelike progression systems for replayability.
- Created detailed game design documents and wireframes to communicate the design clearly to team members.
- Implemented systems for randomized encounters and event-driven rewards using Unreal Engine Blueprints.
- Analyzed player data and metrics from internal playtests, iterating on systems for improved player retention and engagement.

### Japanese Garden - Full Sail – Level Design Project
Level Designer & Sole Developer
- Designed a progression system based on environmental storytelling, hidden keys, and collectibles.
- Conducted user research, utilizing player insights and feedback to refine environmental guidance and improve level flow.

### Mechanic's Inferno - Full Sail – IPM Level Design Project
Level & Systems Designer & Sole Developer
- Developed puzzle-focused gameplay features, emphasizing clarity, traversal mechanics, and progressive complexity.
- Used analytics and player data from internal testing metrics to optimize progression systems and player engagement.
- Collaborated closely with peers, applying their insights to enhance obstacle readability and feature integration.

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## AWARDS

- 3rd Place Winner – Full Sail Hall of Fame Game Jam (Treehouse, 2025)
- Member – National Society of Collegiate Scholars (NSCS), inducted Jan 2024

## ADDITIONAL SKILLS

- Source Control: Git, Perforce
- CMS/Project Tools: Jira, Confluence, Trello
- Scripting: Python (basic), Bash
- Virtualization: VMWare, Hyper-V
- Troubleshooting & Diagnostics: Hardware & Software Debugging

## WORK EXPERIENCE

### Part Owner / Systems Engineer
HPD Computer Repair – Roseburg, OR | Feb 2015 – Present
- Led development of automated inventory and reporting systems, improving operational efficiency by 60%.
- Provided leadership and training for team members, enhancing workflows and customer service quality.

### IT Consultant / Systems Engineer
VA, Wells Fargo, Local Businesses – Oregon | Apr 2018 – Present
- Designed robust network solutions aligned with federal cybersecurity standards.
- Utilized analytics and metrics to strategically decrease downtime and improve reliability.

### Freelance Developer & Consultant
Self-Employed – Roseburg, OR | Apr 2015 – Present
- Developed custom API solutions and integrations to streamline client workflows.
- Authored clear technical documentation and delivered training materials to facilitate knowledge sharing.

### Contracted System Administrator
FX420 – Roseburg, OR | Nov 2018 – Nov 2019
- Managed IT infrastructure, ensuring uptime and system reliability.

### Sales Manager / Genius Bar
Simply Mac – Eugene, OR | Sep 2017 – Aug 2018
- Managed a high-volume support center, resolving complex technical issues and providing exceptional customer experience.

### Field Engineer
Fujitsu America – OR | Feb 2017 – Aug 2017
- Provided enterprise-level technical support, hardware maintenance, and client training across multiple locations.

### District Manager
SCommunications (Boost Mobile & Metro PCS) – OR | Dec 2015 – Feb 2017

- Led regional sales teams, managing operations and increasing sales across multiple retail locations.