Joshua Rigsby

GAME DESIGNER & WRITER

A passionate player of historic games, who uses those principles to inspire new designs. Looking for an opportunity to join a team where I can pour my passion and experience in game development into a professional space.

CONTACT ME

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Portfolio
LinkedIn

PROFICIENCIES

- Design and Development
  - Systems Design
  - Game Progression
  - Reward Design
  - UI/UX Design
  - Programming (C#, HTML, Scala, JavaScript, Blueprints)
- Software
  - Unity Engine
  - Twine
  - Unreal Engine 4
  - Photoshop
- Production
  - Project Management
  - SCRUM
  - Writing/Documentation
  - Adaptable to differentproject needs
  - QA Analysis

EDUCATION

Quinnipiac University
B.A. Game Design and Development
2018 - 2022

- 3.89 GPA
- Honors and Distinctions
  - Dean's List (2018 - 2022)
  - Magna Cum Laude
- Extracurricular Activities
  - Game Club (2018 - 2022)
  - Game Design and Development Club (2018 - 2022)

WORK EXPERIENCE

Game Designer | Writer | Postgraduate Associate
XR Pediatrics Lab, Yale School of Medicine | September 2022 - Present

- Work on various in-development projects
  - Design and Writing
- Oversee all lab social media channels
- Create quarterly newsletters

Systems Designer | UI/UX Designer | Research Assistant
Play4Real XR Lab, Yale Center for Health and Medicine | Jan 2021 - Aug 2021

Ad-Tacker is an educational AR game focused on teaching the effects of advertising on consumers, made for use in Middle Schools in the US.

- Created UI design and mockups for testing.
- **Designed** scoring and reward systems to incentivize game progression and replayability.
- Miscellaneous programming and design tasks with other members of dev team.
- **Documented** development process in a regularly updated design document and Trello page.

Marketer | Graphic Designer
Rigsby Search Group, LLC | Jun 2019 - September 2022

- Created company graphics, mass emails, news articles, holiday announcements, and LinkedIn visuals.

UNIVERSITY GAME PROJECTS
CLICK PINK LINKS TO VIEW

Pandemonium - Team Lead | Design Lead | Level Designer | Programmer
Sep 2021 - May 2022

3D third-person shooter focused on physics interactions and environmental destruction.

- Created all levels for project from testing to publishing.
- **Designed** weapon and enemy combat behaviors and coordinated with programmer to implement them.
- Documented development and managed project Trello.
- Conducted seven **QA playtests** across development cycle.
- **Communicated** between art and programming personnel to keep team working efficiently and cooperatively.

Rise Up - Team Lead | Design Lead | Narrative Lead | Programmer
Jan 2021 - May 2021

Choice-Based Educational Narrative game focused on making moral choices to teach students about the Industrial Revolution.

- Wrote branching narrative and implemented into Twine Engine.
- **Programmed** choice alterations and moral scoring utilizing HTML.
- **Collaborated** with team of 2 artists to create works from concept to final drafts based on story materials.
- Implemented created art via server storage and CSS for all panels of the story.