

# Joshua Kleber

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## Professional Qualifications

- Feature Spec Creation
- LiveOps Level/Difficulty Tuning
- Rewards Tuning
- Visual Scripting (Unity3D)
- Level Design
- CCG design
- Interdisciplinary team collaboration
- Project management
- Puzzle Creation
- Rapid prototyping
- Quality assurance testing
- Storyboarding

## Technology/Tools

### *Proficient*

- Unity3D
- Jira
- Github
- Google Workspace

### *Familiar*

- Microsoft Suite
- Adobe Photoshop & Illustrator
- C#
- SequelPro

## Game Production Experience

### **Senior Game Designer**

**Double Loop Games, Remote**

#### **Ashe Cove: A Merge Mystery & Puzzle Farm**

**Jul 2022 – Oct 2023**

- Senior Game Designer on the Content, Puzzle, and LiveOps / Tuning teams
- Worked on Ashe Cove from its inception in the brainstorming phase through its soft launch
- Tuned quest & level requirements to match their projected completion rates
- Crafted UI Mock-ups for new design features
- Designed new mechanics and systems; creating specs and presentations to go alongside them

### **Game Designer**

**Jam City, CA**

#### **Vineyard Valley & Family Guy; AFMG**

**Oct 2017 – Jun 2021**

- Game Designer on the Level, Puzzle, and LiveOps teams
- Led weekly level tuning for both games
- Balanced, altered, and fixed the difficulty of levels to match their projected win rates
- Created over a thousand levels for both games
- Designed new mechanics and systems; creating specs and presentations to go alongside them

### **Associate Game Designer**

**Storm8, CA**

#### **Candy Blast Mania**

**Apr 2016 – Feb 2017**

- Associate Game Designer on the Puzzle/LiveOps team
- Created over 200 levels/puzzles
- Tuned existing live levels to fit the appropriate difficulty
- Drafted one pagers and specs for new mechanics and obstacles for the game

## Education

Bachelor of Science, Game Design - Champlain College 2011-2015