Joshua Mills
Game Designer

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Personal Statement

My objective as a game designer is to create high quality games and satisfying experiences that are inspiring and unforgettable. I would like to work in an environment where development teams collaborate in creative ways to push the gaming experience to the highest standard.

Work Experience

All other projects I've worked on can be viewed on my website

Rare Limited, Sea of Thieves | April 2022 - October 2023

The Legend of Monkey Island
Game Designer, Release date 28/09/2023
- Heavy involvement in the development process from early conception in the prototype phase to the ongoing version, mostly surrounding specific features related to the IP
- Developing content based on an existing IP and working within those parameters while keeping the quality high for both IP's involved
- Working closely with content teams on project to ensure the quality is met and to make a fun new experience for all players to enjoy

The Rogues Legacy
Game Designer, Release Date - 9/12/2022
- Development on this tale from prototyping to the final release version based on high level design requirements
- Collaborated with content teams and engineering to implement new tech featuring new limited time areas that appeared in the environment with additional gameplay and narrative elements
- Listened to and acknowledged Insiders feedback and implemented where possible whilst keeping the quality bar high

The Sirens' Prize
Game Designer, Release Date - 15/09/2022
- Joined towards the middle of this project to offer assistance with AI combat systems
- Supported the team with help on bugs and general tasks
- Implemented secrets and side objectives for players to discover
- Helped develop with tools that allow seamless toggling of features without taking servers offline for maintenance

A Hunter's Cry
Game Designer, Release date - 18/08/2022
- Worked with new systems and tech to deliver a fresh adventure for players of all skill levels
- Closely collaborated with content teams to get the level design feeling great for new and old players alike
- Implemented a balanced combat experience depending on how many players were present for ship combat and melee combat
- Working with splines to control the AI ghost ships that guard the objective

Dovetail Games, Train Simulator Classic | August 2020 - April 2022

Birmingham Cross City Line
Game Designer, Release date - 19/03/2021
- Building new scripts for the trains involved in this content pack and reworking several older trains to have new features or to resolve existing bugs
- Developing setup for more additional control inside the trains for the player to experience more and become more immersed
- Implementing new signals and script for them to work on the route, to be mostly used within the scripted missions
- Collaborated closely with the content teams to keep the quality bar high and offer a new visual experience

WCML South: London - Birmingham
Game Designer, Release Date - 17/09/2021
- Onboarded during this project
- Working with new systems and learning the dev tools whilst still working on tasks and supporting the team where possible
- Adjusted existing train and signal scripts to fit this new route for a better gameplay experience
- Implemented achievements and other side objectives for the player to acquire
- Localisation implementation

Skills

Game Design
- Systems and gameplay design
- Balancing for different player types
- Tailoring gameplay to fit a quality player experience
- Documentation and usser manuals
- Rapid prototyping

Editors
- Unreal Engine 4
- Unreal Engine 5

Software
- Adobe Photoshop
- Perforce/Source control
- ADO/Jira/Trello
- Microsoft Office and Google Docs
- 3DS Max

Additional Skills
- Strong visual scripting knowledge
- 3D Modelling
- Texturing
- Animation

Education

Staffordshire University (Sept 2015 - 2019)
- Level 7 MEng Computer Games Design (1st Degree)
- Practiced game development skills using industry standard software
- Learned an industry standard workflow through a simulated studio environment
- Created game design documentation used in large groups to collaborate on projects