

# James Joiner

## Game Designer/Level Designer

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Portfolio: [16thFate.com](http://16thFate.com)

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### Tools & Skills

#### Tools

- Unreal Engine 5
- Unity
- Github
- Maya
- Adobe Photoshop
- Adobe Substance Painter
- Aseprite
- Adobe Premiere Pro

#### Skills

- White Boxing
  - Asset Implementation
  - Developing Gameplay Systems
  - Lighting
  - Documentation
  - Modeling
  - Texturing
  - UI Art
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### Experience

#### **2024 - Present: Game Designer/Level Designer • SyncroChromia**

- Responsible for level design for a rhythm FPS game made in Unreal Engine 5, including the creation of outlines, white boxing, and terrain generation with consideration for scale and proportion
- Implemented finalized assets into levels, working with foliage tools and blueprints
- Worked on lighting for finalized scenes, making levels visually cohesive

#### **2023 - 2024: Level Designer • UCF Level Design**

- Worked on a series of level design-related projects with a group of level designers, white boxing the basic outline, implementing assets and proper lighting, and developing basic blueprints for player progression
- Additionally, I assisted in the creation of multiple assets for a cohesive scene due to my personal interest in 3D modeling

#### **2023 - 2024: 2D Pixel Artist/Character Designer/Animator • Denominator Studio**

- Responsible for the creation of 2D sprite assets for an interconnected series of games
  - Worked as the lead character designer in the art team, being responsible for all character designs across every game
  - Animated several 2D-pixel art sprites for a Unity project
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### Education

#### **2020 - 2025: B.A. in Digital Media - Game Design**

University of Central Florida, Orlando, FL

#### **2016 - 2020: High School Diploma**

Lemon Bay High School, Englewood, FL