

Justin Minus

Game/Level Designer

minusgamedesign.com

Contact:

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### Summary of Qualifications:

A passionate game designer with an emphasis on level design, who is addicted to game design and has built multiple, playable levels. A resourceful, problem solver who enjoys working independently, as well as being a member of a team. Learns quickly and is very adaptable.

### Skills:

- Unreal Engine and Unity Engine
- Blueprint and C#
- Adobe Photoshop, Illustrator, and Animate
- Perforce
- Communicates effectively, draw and present level layouts
- Pace a level from beginning to end

### Education

- Bachelor of Art in Game Design, Academy of Art University, San Francisco, CA. 2017-present.
- Bachelor of Art in Psychology, Syracuse University, Syracuse, NY.

### Experience

- Academy of Art Spring Show Winner Spring 2021
- Pieces (game) Summer 2019
  - Lead Designer:
    - Conceptualized and pitched the project
    - Worked and communicated with the art, sound, and UI team using
    - Responsible for all level blockouts (minus the "Dream Forest" level)
    - Scripted all mechanics used
- Sylphy (project) Spring 2018
  - Lead Designer:
    - Ideology and
    - Worked efficiently with three other designers
    - Responsible for blocking out and pacing the level
    - Came up with all puzzle elements

**Personal Interests:**

Playing lots of games, (video games and board games), watching movies/TV Series, reading post-mortems, everything game design related, Gamasutra, checking out cool concept art, reading, walks in Golden Gate Park, trying new things.

**References upon request**