

JOE DODDS

L E V E L D E S I G N E R

CONTACT

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EDUCATION

University of Gloucestershire
Computer Games Design - 1st class,
2017-2021

SKILLS

- Strong team-player and effective communicator
- Quick to learn, adapt, and action
- Proactive and responsible, going out of my way to find and resolve any issues that arise
- Maintaining a holistic overview of a project, without compromising on the details
- Experience onboarding and supervising others
- Actively seek to fully comprehend decisions to expand and improve my design and Blueprint knowledge

HOBBIES

- **Gaming** - Predominantly PC nowadays, but still find myself going back to my 5-7th gen consoles!
- **Cinema** - I adore films and make it to the cinema whenever I can!
- **Volleyball** - Started playing just over a year ago and haven't missed a week since!
- **Guitar, bass, and ukelele!** - After seeing a battle of the bands I was inspired to learn, so bought a guitar and a ukelele to leave in the office!

REFERENCES

Brandon Burrows
Design Manager - nDreams
B_Burrows@outlook.com

PROFILE

Determined and ever-curious level designer, fascinated with crafting playspaces for the best gameplay experience. I adore the process from creation to completion, balancing the bigger picture with the finer details in my work. I keep a level-head, self-reflecting and assessing throughout. I possess a strong team focus, relishing in the teachings, learnings, and camaraderie. I have a keen interest in Blueprints, seeking to create more complex gameplay elements as I progress. I have 3+ years of industry experience, primarily with Unreal, but used Unity prior to that.

PROFESSIONAL EXPERIENCE

Level Designer - nDreams, 2022 - Present

Ghostbusters: Rise of the Ghost Lord

- Responsible for the implementation, updating, and maintenance of the majority of missions; first pass level implementations were assigned to me, remaining feature owner for all but 1 of the 6 modes, eventually overseeing all 6 for final release
- Created Frozen Empire DLC Firehouse levels, and led other level designers in the creation of remaining Frozen Empire missions; Blocked out the Firehouse and Firehouse Roof based on Ghostbusters: Frozen Empire, bookending the DLC. Onboarded and oversaw 2 other level designers new to the project, producing 5 narrative-focused missions between us
- Contributed heavily to the conceptualisation stages of: **On The Clock, Infestation, Heist & Seek, and Slimer Hunt**; with the latter, I was involved in the pre-production of the second phase of the DLC, while Infestation and Heist & Seek I was involved throughout. The former I was responsible for over the entire course of development
- Worked on a number of key gameplay elements, as well as quality of life improvements, balancing and vital game feel adjustments; I created essential Blueprints throughout the base game and Frozen Empire DLC involving player interactions. I was responsible for the balancing and pacing of the On The Clock game mode, catering to both single-player and multiplayer. I also created 100s of hand grabs for the vast majority of interactable objects to enhance the ergonomics and tactile feel, including the playable 1984 Proton Wand

Dave Price
Game Designer - The Multiplayer Group
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