Resume:
Gabriel Madog Joyce

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An experienced technical designer, with significant contributions to AAA and VR projects, now channeling a passion and expertise in VR design to redefine the boundaries of immersive gaming.

Experience

Infinity Interactive
Sr. Technical Designer | 2022 - ...

I am currently working on an unannounced **VR title** with **Infinity Interactive**. I was brought onto the team to help push their prototype into a great playable state for **GDC and Gamescom** in 2023.

During my time at the company I've been overhauling the game's **combat systems**, designing and implementing various enemy NPCs, as well as helping to nail down the **combat and gameplay** design of the core game loop. I was also brought on to help create a **design bible.**

Key Achievement | Overhauled Core Gameplay for GDC

Great Ape Games
Technical Designer | 2020-2022

I worked on **'The Lost Wild'**, an immersive survival horror game published by **'Annapurna Interactive'**.
I was on this project from pre-production until shortly after the project was **published and funded.**

As the only designer on the project I had a lot of responsibilities including system design, **combat** design, **level** design, **narrative** design, **UI** design and more.

This was alongside my typical work as a technical designer, creating game mechanics and prototypes in engine within a few different **strike teams** of engineers and animators.

Key Achievement | Helped a Team Refine Their Design and Secure a Publisher

Studio Gobo
Technical Designer | 2018-2020

I worked on **'Hogwarts: Legacy'** in co-development with **'Avalanche Software'** and **'Warner Brothers Games'**. The majority of my time was spent in a **strike team** dedicated to improving **camera systems.**

This included implementing game-wide camera systems as well as R&D into solving complex 3rd person camera issues and pushing the camera work to **AAA** quality. I also developed **gameplay prototypes** to prove various gameplay concepts during my time on the project.

**Key Achievement |** Overhauled Camera in **AAA** Game

Design Skills

- Prototyping
- VR Game Design
- Game Feel
- Tweaking & Balancing
- Scripting
- Levels
- Systems
- Combat Design
- Camera Design
- Enemies & AI
- Narrative & Story
- Effective Design Documentation

Tech Skills

- Unreal Engine 4 & 5
- Anim. Implementation
- Unity
- Perforce
- Jira
- Github // Github Fork
- Blender // Photoshop
- Microsoft Office // Google &
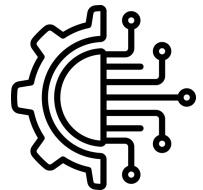
Other Skills

- Feature Ownership
- Cross Disciplinary Communication
- Team Leadership
- Scrum Production

Breda University of Applied Sciences
BSc in Game Design | 2015-2019

I completed a four-year degree in the Netherlands at Breda University of Applied Sciences. The course was built around project based learning, and our semesters were various game projects both in groups and as individuals. Our teaching staff were industry professionals mentoring us through each project.

BUAS is consistently in the rankings for the top game development schools globally in 'The Rookies' annual list and was ranked #2 in the EU when I graduated in 2019