



Gabriel Madog Joyce

Curriculum Vitae

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“A technical game designer specialised in creating good game feel through rapid iterative prototyping and intuitive design”

Experience

Longest Road Studio

Generalist Contractor | 2020 - Present

I am working as a contractor, completing scripting and design tasks for an indie project based in the Netherlands. I've scripted a movement system and a dynamic fear effect that's based on proximity to light sources.

Key Achievement | Working as the sole programmer on this project

Studio Gobo

Technical Designer | 2018 - 2020

I was working on an unannounced AAA project in partnership with Warner Brothers. Most of my time was spent working on the core camera team developing and implementing game-wide camera systems and compiling research regarding pushing the camera to AAA quality levels. Aside from this I worked as a generalist technical designer wherever needed

Key Achievement | Securing the camera feature's ownership with Gobo

Other Projects

To The Core

Combat Designer | 2017 - 2018

To The Core is a third-person platformer and roguelike with speedrunning elements that I created in my third year of university. I worked on the 3Cs implementation; combat design, and general macro design.

Key Achievement | Winning two awards at my university showcase

Thrasher

Lead Designer | 2017

Thrasher is a racing game I worked on in my second year at university. It's an arcade racing game played with a kite-surfing arcade controller. I was the lead designer of the project, and was asked to be the vision holder for the concept. I managed a team of designers and also scripted the game camera and tweaked the vehicle handling.

Key Achievement | Acting as vision holder for the project

Skills

Rapid Prototyping

Game Feel

Scripting

Flexibility

Game Design

Design Documentation

Scrum Methodology

Cameras, Characters & Controls

Cross Disciplinary Communication



Tech

Unreal Engine 4

Unity

Blender

Perforce

Jira

Confluence

TortoiseSVN

Premiere Pro

Photoshop



Education



BSC in Game Design & Production

BUAS | Sep 2015 to Aug 2019

I studied for four years at Breda University in the Netherlands. The school was ranked fourth in the world and second in Europe for Game Design by the Rookies in 2019.