

JOSHUA JON HERBERT

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Objective To create unforgettable experiences that emphasize player agency and discovery through elegant design. Seeking an inspired team to work with.

Experience **Content Designer, NCSOFT/Iron Tiger** (San Mateo, CA)
October 2015 – August 2017
Projects: Two unannounced mobile projects

- Paper prototyped, designed, pitched, created, and iterated upon various content including but not limited to levels, enemy families, systems, features, matchmaking, and progression.
- Helped design and improve in-house tools, including workflow of said tools, and created technical documents as in-house tools were being developed during production.
- Integral in hiring process; interviewed candidates for mid to director level positions within Design, UI/UX, Art, and QA, to ensure competency and company culture fit.

Designer, Crystal Dynamics (Redwood City, CA)
December 2013 – October 2015

Projects: Lara Croft and the Temple of Osiris (www.laracroft.com), Rise of the Tomb Raider (www.tombraider.com/landing)

- Designed levels, puzzles, interactive objects, scripted sequences, and contributed to overall game design for Lara Croft and the Temple of Osiris and Rise of the Tomb Raider.
- Delivered playable, on screen content within first 2 weeks of starting, rising to a velocity of 10 design alpha units/puzzles per week, which included traversal layouts, combat rooms, puzzle rooms, and highly scripted sequences.
- My levels comprise ~50% of all full length dungeons within LCTOO, and received the highest satisfaction feedback on average during user testing.
- Built ~75% of all planned downloadable content for LCTOO on a two man team comprised of me and an artist, after the rest of the team transitioned off the project. In 1 month.
- Ownership over multiple systems and various content throughout the hub units (large, open world areas) within RotTR.
- Prototyped, pitched, and designed unannounced game modes and systems, which tie into RotTR's main campaign. The express purpose was to lower attrition rates, encourage competitive single player gameplay, and generate revenue.
- Repurposed levels from the main campaign for other game modes, designed combat setups, modified existing geometry, balanced systems, and designed procedural missions.
- Played a critical role in the initial design of RotTR's Twitch Rewards feature, the first of its kind among AAA/console titles.

Game/Level Design Consultant, Stratolab LLC (San Francisco, CA)
August 2013 – December 2013 (contract)

Projects: Electropocalypse (stratolab.com/electropocalypse)

- Designed levels and UI/UX for Electropocalypse, an independent puzzle game based on functional electrical engineering, available on PC, Mac, and iPad.
- Balanced progression of puzzles from basic to advanced electrical engineering concepts (roughly equivalent to the first 2 weeks of a 101 college level course) by scripting puzzle layouts and win/fail conditions in Python.

To Be Continued!

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Game Design Consultant, Romotive Inc. (San Francisco, CA)

July 2013 – October 2013 (contract)

Projects: Romo's Robot Space Race

- Prototyped and designed a story mode and UI for Romotive's iPhone robot that on-boards the player through a series of increasingly complex interaction and feature oriented missions.
- With the introduction of story mode, *Romo's* average user play time increased by 30 minutes and users returned 5 times more frequently.

Level Designer/Project Lead, Sifteo Inc. (San Francisco, CA)

June 2012 – July 2013

Projects: Nickelodeon's Teenage Mutant Ninja Turtles: Ninja Slide, Sandwich Kingdom: Ice Palace, Richard Garfield's Wee Warriors (unreleased)

- Designed levels, puzzles, systems, pacing, technical documents, and storyline for multiple titles on Sifteo Cubes, with small Agile teams.
- Provided creative direction on *Sandwich Kingdom: Ice Palace*, and directly managed junior designers on the team.
- Created 10+ hours of gameplay and 150+ unique levels and puzzles in under 1 year
- Collaborated with lead creative on *TMNT: Ninja Slide* to develop unique storyline and mechanics based on licensed IP, within branding guidelines set forth by Nickelodeon.
- Showcased games at E3, PAX Prime, and The World Maker Faire.

Level Designer, Idol Minds, LLC (Louisville, CO)

June 2011 - April 2012

Projects: Warrior's Lair (unreleased)

- *Designed level sectors, encounters, lighting, and visual entity scripting using an in-house proprietary level editor on Warrior's Lair, a title for the Playstation 3 and PS Vita.*
- Developed over 100+ design alpha levels within an 8 month timeframe. including scripted elements such as common encounters, sub-boss battles, and interactive objects.
- My level design was chosen exclusively for display at gamescom 2011, and was featured at CES 2011, GDC 2012, and throughout various publications such as IGN, GameSpot, and Game Informer.

Skill Set

Level/Game Editors: Unity, Game GUI (proprietary tools at Crystal Dynamics), Ruin LE (proprietary editor at Idol Minds), TorchED, Demolition's proprietary editor, Tiled, Build, and UDK a very long time ago.

Scripting experience: Visual scripting with proprietary software from Crystal Dynamics; Visual scripting with FlowScript, TorchED, and Kismet. High-level text based scripting with XML, Python, JSON. Can almost read C#.

3D Modeling: Maya, 3ds Max, SketchUp, and Cinema 4D.

Version control: Perforce, Git, BitBucket, and SourceTree.

Task and bug managers: Test Track Pro, Hansoft, Pivotal, Jira, Agile, and Trello.

Other: Adobe Creative Suite, Durango XDK, ProDG Target Manager, and can Google/YouTube/Stack Overflow like a boss.

Interests

Indie games, science, philosophy, psychology, space, travel, space travel, Twitch streaming, motorcycles, cryptocurrencies, standing at the precipice and staring into the void, and camping.

References attached separately.