

Joseph Scotchmer

joe.ismakinggames.com | [linkedin.com/in/jscotchgd](https://www.linkedin.com/in/jscotchgd) | scotchmerjoe@gmail.com | (716) 640-6421

Experience

Zynga - Wizard of Oz: Magic Match

Mar. 2018 - Present
Carlsbad, California

Associate Game Designer - Game Designer

- Managed production and approval of main progression levels
- Designed level editor to be used on multiple projects
- Created tutorials for new power ups and side content features
- Ran design department's weekly content release
- Assisted with training new designers

Zynga - Wizard of Oz: Magic Match

Oct. 2017 - Mar. 2018
Jamestown, New York

Contract Designer

- Continued responsibilities from internship while working remotely

Zynga - Wizard of Oz: Magic Match

May 2017 - Sep. 2017
Carlsbad, California

Design Intern

- Created levels to maintain cadence with weekly content release
- Reviewed and critiqued levels created by other designers
- Designed new mechanics and features for the game

Projects

Project PSBF - Action

Aug. 2016 - May 2017

Team Lead/Lead Designer

Coordinated team of 4 students and created in Unreal Engine 4.
Designed and balanced combat system, edited AI behaviors, created test UI.

Super Button Masher Extreme Turbo - Fighting Game

Nov. 2016

Designer/Programmer

Worked with 3 other students and created in Unreal Engine 4.
Designed the combat system as well as menu design and implementation.

Arkn-zel - Action RPG Dungeon

Jan. 2016 - May 2016

Level Designer

Solo project created in the Skyrim Creation Kit.
Designed and built a custom dungeon in a semester for an Independent Study.

Skills

Languages: C#, C++, Javascript

Software: Unity 2017, Visual Studio, Unreal Engine 4

Education

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

Summa Cum Laude, December 2017