

Joseph Scotchmer

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

Experience

Zynga - Harry Potter: Puzzles & Spells - Unity

May 2021 - Mar. 2025

Senior Game Designer

Carlsbad, California

- Assigned, reviewed, and approved 30+ outsource level packs from vendors
- Coordinated creation and implementation of character dialogue events with art, production, and engineering departments
- Created 4 new maps and 50 new levels for Club Challenge feature, and updated existing maps and levels to align with new best practices
- Created tutorials for power ups, new mechanics, and an updated new user experience
- Assisted with weekly difficulty tuning of live levels by modifying move counts and redesigning underperforming puzzles, increasing retention and win rate accuracy, while reducing time per attempt and reshuffle rates
- Created levels for main progression and side content in the game, and reviewed work of other designers for quality

Zynga - Wizard of Oz: Magic Match - Unity

Mar. 2018 - May 2021

Associate Game Designer - Game Designer - Senior Game Designer

Carlsbad, California

- Assisted with training new designers, including onboarding designers and assisting in the project handoff to new dev team
- Managed production and approval of main progression levels, ensuring all levels were delivered on time and at quality for our monthly app update schedule
- Assisted with difficulty tuning of live levels by modifying move counts of puzzles and playtesting levels before changes went live
- Designed level editor to be used on multiple projects with input and feedback from other designers
- Created tutorials for new mechanics, power ups, and side content features
- Ran the design department's weekly release, updating our content lock and ramping new levels for 60+ weeks of content
- Designed and pitched new mechanics and features for the game

Zynga - Wizard of Oz: Magic Match - Unity

May 2017 - Mar. 2018

Design Intern - Contract Designer

Carlsbad, California

- Continued responsibilities from internship while working remotely as contractor starting in Oct. 2017
- 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

Skills

Languages: C#, C++, Javascript, Blueprints

Software: Unity, Visual Studio, Unreal Engine 4, Jira, Git

Education

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

Summa Cum Laude, December 2017