

Joe Lajoie

Westborough, MA
www.JoeLajoie.com

Game Developer

(978) 870 – 8009
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Passionate Game designer with a strong attention to detail and technical background seeking to help you create exciting and memorable gaming experiences!

Skills

Game Design

- Level Design, World Design, Scripting
- Game Systems and Balance
- Design Documentation
- Playtest Conducting
- UI/UX Design

Production/Development

- Unreal 4, Unity3d, Game Maker
- Oculus Rift, Leap Motion, Myo
- Kanban, Scrum, Agile
- Mixpanel, Splyt, Bugsense

Programming

- C#, C/C++, DirectX11 & 12, OpenGL, LUA, Python, Unreal Script & Blueprints, Playmaker

Software

- Adobe Photoshop, Illustrator
- Maya, 3ds Max, Softimage, Zbrush
- Audacity, Fmod Studio, Pro Tools 11, Wwise
- Autodesk CAD

Work Experience

The Deep End Games, Boston, MA (2017)

Game Designer

- **Perception (Playstation 4, Xbox One, PC, May 30, 2017)**
 - Creation of game systems and mechanics involving interactive objects and puzzles.
 - Documentations and implementation of audio system involving Occlusion to make gameplay more realistic.

Sony Santa Monica Studio, Los Angeles, CA (2016)

Game Design/Audio Implementer

- **God of War: A New Beginning (Playstation 4, TBA)**
 - Design and Implemented Unique Audio Experience System
 - Set up multiple levels with audio through scripting using LUA.
 - Set up multiple characters audio for their navigation, reactions, tells, and attacks.

iCIVICS Inc., Washington, DC (2015)

Game Designer

- Designed education games that followed common core standards.

MassDiGI, Worcester, MA (2014 – 2015)

Game Designer/Systems Engineer

- **Midnight Terrors** (Mobile, Shipped 2015)
- **Cat Tsunami** (Mobile, Shipping in 2016)

Sucker Punch Productions, Seattle, WA (2011)

Designer/Playtest

- **InFAMOUS 2: Festival of Blood (Playstation 3, Shipped 2011)**
 - Had one of the top played User Generated Content for InFAMOUS 2, asked by Sucker Punch to create day one content for DLC. Received feedback from Creative Director and Designers while designing games.

Sony Computer Entertainment, MA (2002 – 2013)

Play Tester

- Received games before release to test and fill out bug reports and surveys

Additional Experiences

Boston Festival of Indie Games, Boston, MA (2015)

Sponsorship Sales Associate

Becker College, Worcester, MA (2012 – 2015)

Teacher's Assistant

eBay Enterprise, Burlington, MA (2006 – 2011)

IT Support Technician

Education

Becker College, Worcester, MA GPA: 3.97/4.0

May 2015

- Bachelor's of Arts: Interactive Media Concentrations: Design, Programming, Audio

Fitchburg State University, Fitchburg, MA GPA: 3.7/4.0

May 2011

- Bachelor's of Science: Industrial Design

Awards/Honors/Certification

- Academic Program Award for Game Production
- Massachusetts Theta Chapter
- Zeta Chapter
- 30 Hour OSHA Certificate
- Alpha Chi International Honor Society
- Delta Alpha Pi International Honor Society
- Dean's list every semester
- FMod Studio Certification