Josiah Hunt
Technical Game Designer

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PROFESSIONAL EXPERIENCE

Santa Monica Studio *July 2021 - Present* | **Technical Narrative Designer**
Los Angeles, California / Remote *July 2019 - July 2021* | **Associate Technical Narrative Designer**

- ***Unannounced AAA Title***
  - Brainstorm and draft design pitches
  - Create prototypes to help sell pitches and prove out ideas
  - Work with narrative leads and writers to design interactive narrative moments and gameplay sequences
- ***God of War Ragnarök: Valhalla DLC*** *(PS5/PS4, Shipped 2023)*
  - Polish and bug fixes for various gameplay moments, cinematics, and dialogue
- ***God of War Ragnarök*** *(PS5/PS4, Shipped 2022)*
  - Worked with other departments to create cinematic sequences, interactive narrative moments, and set pieces
  - Integrated cinematics in-game, heavily polish entrance and exit transitions, ensure quality and minimize bugs
  - Owner of wildlife system and visualscript modules, maintained functionality of all wildlife in the game
  - Integrated dialogue into various critical path sections of the game and iterated on pacing, timing, etc.
  - Built content using visual and text-based scripting, behavior trees, Maya, and other in-house tools.

Deloitte Digital *July 2017 - July 2019* | **Immersive Experience Designer**
Arlington, Virginia / Los Angeles, California

- Highlighted Project: **Government Onboarding Game** *(PC - WebGL, Delivered July 2019),* developed in Unity
  - Designed and implemented mini-games/puzzles, levels, character creation, rewards, progression
  - Designed/scripted dialogue system for NPCs, leveraging JSON to integrate Twine stories into Unity
- Designed other educational games and **VR experiences** for government and commercial clients on PC and mobile

Independent Projects **Game Designer, Narrative Designer, Scripting**

- *Secrets of Arcadia* *(PC/Mac, Shipped 2017)*: 1-2 player action-adventure/dungeon crawler, developed in Construct 2
  - Lead the design, development, production, and marketing of the game. Tested for bugs and quality
  - Designed and scripted combat and skill systems, progression, rewards, encounters, story content, levels, and more

SKILLS

Game Design
- Technical design, systems and implementation
- Narrative & Cinematic design, pacing, dialogue timing
- Rapid prototyping, creative problem-solving
- Highly detailed and thorough design documentation
- VR interaction design

Scripting
- SMS Proprietary Visual Scripting, Behavior Trees
- PlayMaker Visual Scripting in Unity *(Proficient)*
- Lua *(Working Knowledge)*
- Unreal Blueprints *(Working Knowledge)*
- Papyrus - Creation Kit *(Working Knowledge)*

Game Engines / Level Editors
- SMS Proprietary Editors, Dialogue Tools, etc.
- Unity *(Proficient)*
- Unreal Engine *(Working Knowledge)*
- Creation Kit *(Working Knowledge)*

Software / Platforms
- Autodesk Maya *(Proficient)*
- Adobe Photoshop *(Working Knowledge)*
- Perforce, Git, Sourcetree, JIRA, Confluence
- PS5/PS4, PC/Mac, Android/iOS
- Microsoft Word, Excel, PowerPoint
- Slack, Microsoft Teams

EDUCATION & RELATED EXPERIENCE

Bloomfield College, Bloomfield, New Jersey; Graduated May 2017 - Bachelor of Arts in Game Design
Game Developers Conference, San Francisco, California - GDC Conference Associate 2019