

Justin Redd

GAME DESIGNER

Contact



: 864-557-2981



: Justin.Michael.Redd@Gmail.com



: <https://www.linkedin.com/in/justin-redd-a3603028b>



: <http://jmredd.com/>

Skills

Technical

- Visual Script / C#
- System / Level / UI Design
- Rapid Prototyping / Balancing
- Troubleshooting

Software

- Unreal Engine / Unity
- Jira / Confluence / Trello
- Maya / Blender / Photoshop
- Microsoft Word / Excel / PowerPoint
- Perforce

Personal

- Self-motivated
- Analytical
- Adaptability: Flexibility
- Emotional Intelligence: Self-awareness
- Team Oriented: Collaboration

Education

BACHELOR OF SCIENCE |
GAME DESIGN
Full Sail University | Winter Park, FL
Oct 2021 – Apr 2024
GPA | 3.17

Professional Summary

Junior game designer proficient in Unreal Engine and visual scripting, with a strong foundation in Unity and C# programming. Passionate about creating timeless gameplay experiences and collaborating with cross functional teams.

Relevant Experience

Axima

Zyndrax | Game Programmer | Sept 2024 – Current

- Designed and balanced a turn-based combat system inspired by classic creature collection RPGs.
- Developed and refined a progression system, including leveling, experience curves, and player incentives.
- Collaborated with artists and animators to ensure creature designs, animations, and VFX aligned with gameplay mechanics.
- Play tested and analyzed gameplay data to refine mechanics, improve balance, and enhance player experience.

Pirate Software Game Jam 14

Team Fire Starter | Lead Game Designer & Team Coordinator | Jan 2024 – Feb 2024

- Lead game designer for Team Fire Starter during the Pirate Software Game Jam.
- Coordinated team efforts and ensured effective communication among members.
- Developed creative concepts and gameplay mechanics to fit jam's theme.
- Utilized Unreal Engine to implement features and mechanics.
- Demonstrated leadership skills in guiding team through rapid prototyping and iterative design processes.
- Adapted quickly to tight deadlines and fast-paced development environment.
- Implemented art assets and created source control servers.

Team Projects

Last Dawn

Team Visionaries | System Designer | Nov 2023 – Mar 2024

- Led a multidisciplinary team as system/level designer and lead coordinator for a 4-month project.
- Designed game systems, mechanics, AI, and levels for player engagement and satisfaction.
- Coordinated with art and music teams in final month for seamless integration.
- Managed project timelines, resources, and team communication.