Justin Redd

G A M E D E S I G N E R

**Contact**

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**Skills**

**Technical**

* C++ / C# / Visual Script
* Level / System / UI Design
* Landscaping
* AI

**Personal**

* Communication: Verbal
* Leadership: Decision-making
* Adaptability: Flexibility
* Emotional Intelligence: Self-awareness
* Team Oriented: Collaboration

  **Software**

* Trello / Jira / Confluence
* Maya / Blender
* Microsoft Word / Excel / PowerPoint
* Unreal Engine
* Perforce

**Education**

BACHELOR OF SCIENCE | GAME DESIGN

Full Sail University | Winter Park, FL Oct , 2021 – Mar, 2024

GPA | 3.17

 **PROFESSIONAL SUMMARY**

An experienced game designer proficient in Unreal Engine and visual scripting, skilled in C# and C++ programming with fundamentals in 3D art. Passionate about creating immersive gameplay experiences and collaborating in cross-functional teams.

**Relevant Experience**

**Pirate Software Game Jam**

Team Fire Starter | Lead 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 the jam's theme
	+ Utilized Unreal Engine to implement features and mechanics
	+ Demonstrated leadership skills in guiding the 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**

**Adventure**

Team Opal | Game Designer | Jan, 2022 – Feb, 2022

* + Created levels with other students to create a seamless transition experience for the player
	+ Used Unreal Engine to develop assets that the player could control based on inputs
	+ Enabled perforce for source control to share files between 5 other team members
	+ Implemented daily standups to ensure effective communication and timely delivery

 **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 the final month for seamless integration
	+ Managed project timelines, resources, and communication to meet deadlines