Justin Redd

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

**Contact**

407 - 620 - 1680

[kwonsoodva@gmail.com](mailto:kwonsoodva@gmail.com)

Winter Park, FL 32792



: 864-557-2981

: [Justin.Michael.Redd@Gmail.com](mailto:Justin.Michael.Redd@Gmail.com)

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

: <http://jmredd.com/>



**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