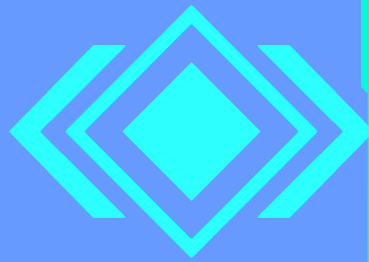


# JUSTICE VOSS

## GAME DESIGNER



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772-475-8967 

## PROFILE

I am a game designer in the final months of my game design bachelor's degree at Full Sail University. My career aspiration is to start out as a game designer and then eventually learning about the many different aspects of game creation such as art, audio, world building, and marketing so that once I retire, I have all the skills necessary to produce my own games as a hobby. I am very open to learning new things about the industry and willing to work hard to achieve my goals.

## EXPERIENCES

2022 [The Damaged Frigate](#)  
Lead Level Designer

- Created level design documentation and level maps to resemble a recently damaged frigate
- Developed level from blockmesh to final asset design
- Designed and developed physics based mechanics and repair systems.
- Found suitable assets from other projects, migrated them, and implemented them as final level assets.

2022 [The Underground Base](#)  
Lead Level Designer

- Designed level concept where the player exits at the start of the level.
- Crafted puzzles to follow IPM difficulty pacing.
- Designed mechanics and level objects to have lots of user feedback such as sounds, materials, and animations
- Created several high detail static meshes to use in final asset version.

## EDUCATION

### Full Sail University

2020-2023 | Bachelor's of Science:  
Game Design

## SKILLS

- Perforce
- Confluence
- Jira
- Game Design
- Game Design Documents
- Systems Design
- Unreal Engine 5
- Level Design
- Unreal Engine 4
- Visual Scripting
- Agile/Scrum Development
- Prototyping
- Flow Charts/Process Flow
- Balancing and Mechanics
- Debugging and Testing

## REFERENCES

References Available upon Request.