

JOEL BERGEN

GAME AND LEVEL DESIGNER

[Portfolio - Joelbergen.com](https://joelbergen.com)

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(519) 998 8864

[LinkedIn](#)

HIGHLIGHTS

Achieved a **Top 10** result in **Ubisoft Toronto's 2024 NEXT Level Design** competition.

Skilled and effective collaborator, experienced working with teams in both academic and workplace settings.

Wide array of knowledge in game design skills, tools, and topics including programming, art, level design, and scheduling.

SKILLS

- Communication
- Teamwork
- Organization
- Flexibility

TOOLS

- Unity
- Unreal Engine
- Visual Studio
- C#
- Python
- JavaScript
- Photoshop
- Maya
- Substance Painter
- Audacity
- Mixcraft
- Github
- Trello
- Excel
- Gantt Charts
- Miro

EDUCATION

2020 - 2024

HONOURS BACHELOR OF GAME DESIGN, SHERIDAN COLLEGE

- Collaborated with others on long-term multi-disciplinary game projects.
- **Achieved a 3.98/4.00 overall GPA**

PROJECTS

OCTOBER 2023 – JANUARY 2024

TRUE YARAN THEATRE, INDIVIDUAL, UNREAL, NEXT 2024 **TOP 10**

- Level Design project where I designed, documented, and grey-boxed a 360° approach Far Cry-style level, accommodating multiple playstyles.
- Designed using best level design practices including beat maps, paths of play, sightlines, modular kit pieces, and considerations for verticality.

SEPTEMBER 2022 – DECEMBER 2022

BOMBOT BARRAGE, INDIVIDUAL, UNITY

- Level design project in which I designed, mapped, grey-boxed, and playtested a 3D marble platformer level.
- Programmed a custom character controller, and implemented custom art, music, sound, and special effects.

FEBRUARY 2022 – JUNE 2022

DOGGY GOTTA DANCE, INDIVIDUAL, UNITY

- Cartoony rhythm-based boss fight game.
- Designed a dynamic difficulty system that rewards risky play with higher difficulty and better completion times, supporting a range of skill levels.
- Designed and programmed a modular attack system for the boss and created dynamic music that changes depending on the game-state.

For more projects, [visit my portfolio at joelbergen.com](https://joelbergen.com)

WORK EXPERIENCE

SUMMER 2018, 2019, 2020, 2022, 2023

ENGINEERING SCIENCE CAMP LEADER, UNIVERSITY OF WATERLOO

- Designed and presented engaging activities that taught STEM-based activities using technology and gamification.
- Presented flexible lessons tailored to fit the needs of the group and schedule of a particular day.

OCTOBER 2022 – APRIL 2024

STUDENT AMBASSADOR, SHERIDAN COLLEGE

- Help prospective students learn more about programs of interest such as Game Design, Interaction Design, and Animation.
- Lead and present campus tours for members of the public, as well as assist with open-houses and school visits.