

JOEL BERGEN

GAME DESIGNER AND DEVELOPER

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

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HIGHLIGHTS

2024 Games for Change Awards **Best Student Project Winner**

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

WORK EXPERIENCE

SEPTEMBER 2024 – JUNE 2025

GAME DESIGNER AND DEVELOPER, CYBER SAFETY PROJECT

- Designed and developed a web-based game that teaches cyber-safety principles in an engaging and approachable way.
- Designed gameplay, UI, and art style to match brand standards.
- Integrated the game with an existing dashboard system, allowing students and teachers to track curriculum progress.

SUMMER 2023, 2024

ENGINEERING OUTREACH LEADER, UNIVERSITY OF WATERLOO

- Designed, scheduled, and presented engaging outreach programs that taught STEM-based activities using technology and gamification.
- Tailored each activity to match the needs of each day's group.

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

SEPTEMBER 2024 – JUNE 2025

APP CITY DASH, CYBER SAFETY PROJECT, UNITY

- An unannounced web-based game that teaches cyber-safety principles in an engaging and approachable way.
- Developed tablet support and dashboard integration to allow for flexible applications within a classroom.
- Designed progression systems and cosmetics to reward gameplay, encouraging players to come back and keep learning.

SEPTEMBER 2023 – APRIL 2024

STOP AND BREATHE, 2024 G4C BEST STUDENT PROJECT, UNREAL

- A puzzle platformer designed to teach research-backed breathing techniques to teenagers, helping tackle and prevent anxiety attacks.
- Designed unique breathing-based mechanics that impacted the game world, encouraging the player to practice breathing while they played.
- Introduced mechanics at an approachable pace for all levels of play, allowing a wide audience to learn from the game.

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