

# SEAN JOESBURY

## Profile

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A passionate games designer/writer who is looking to make his mark in the gaming industry. Skilled in mechanical design, level design and creative writing with other talents lying in copywriting and quality assurance. Adapts well to new challenges and is a team player.

## Employment History

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**Gamesys** *London*  
Junior Games Designer *Jan 2013 to Jul 2014*

Responsible for episodic quest content for the cross platform iPad and Facebook MMO Here Be Monsters, duties and skills include:

- Designing and writing quest content that players enjoy and monetises effectively
- Designing and creating levels and NPCs using in house editors
- Implementing quests and all associated data using a content management system
- Briefing the art team to provide high quality art for quest content

**Gamesys** *London*  
QA Engineer *Mar 2012 to Jan 2013*

Responsible for testing Here Be Monsters, duties and skills include:

- Using Exploratory Testing to find and document bugs, assigning them priority
- Regressing bugs that had been fixed for a release
- Creating test plans used to test the game before a release
- Experience with issue management tools such as Sifter and Jira

## Software/System Skills

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- Experience with GitHub, Sourcetree and version control practices
- Experience with Unity3D engine
- Skilled in the use of Microsoft Office and Google Docs

## Education

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**University of East London** *London*  
BA Computer Games Design (Story Development) *Sep 2008 to Jun 2011*

*First Class Honours*

**St Andrews and St Brides High School** *East Kilbride*  
3 Scottish Higher Grades *Aug 2006 to Jul 2008*

B Computing

C English

C Chemistry

**Sedgehill Secondary School** *London*  
6 GCSEs at grade B, including English and Maths *Sep 2001 to Jun 2006*

Pass GNVQ ICT