

# SEAN JOESBURY - GAME DESIGNER

## Profile

---

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. Looking for a challenging role that will facilitate my professional development.

## Employment History

---

### [Team6 Game Studios](#)

Lead Game Designer

*Assen, Netherlands*

*Feb 2019 to Present*

Responsible for the core design of an in development mobile title. Duties and skills include:

- Being the key point of contact for the team, on all design related matters
- Designing and defining features
- Designing and balancing monetisation
- Leading and managing the tasks of the design team
- Designing and implementing fun and exciting levels

### [MAG Interactive](#)

Game Content Designer - Live Ops

*Brighton, United Kingdom*

*Nov 2016 to Oct 2018*

Responsible for creating and maintaining high quality content across live operated games.

Duties and skills include:

- Creating engaging game content for the games WordBrain, WordBrain 2 and Wordalot
- Implementing content and events, using in house tools, within the Unity3D engine
- Fixing bugs, responding to and implementing player feedback
- Working closely with Business Intelligence to analyse game metrics, and redesign existing content to improve retention and monetisation

### [Aeria Games](#)

Game Designer

*Berlin, Germany*

*Oct 2015 to Aug 2016*

Responsible for reskinning and adapting the Japanese mobile game Kizna for the Western market. Duties and skills included:

- Deconstructing the game to gain a deep understanding of its mechanics
- Adapting game themes, setting and story for a Western audience
- Game improvement design – tweaking and improving the design of the game, with attention to user experience, engagement and retention
- Creating art briefs for all aspects of the reskinned game – from characters, to quest backgrounds

### [Aeria Games](#)

Technical QA

*Berlin, Germany*

*Dec 2014 to Sep 2015*

Responsible for testing mobile games, as well as the management of the teams' mobile devices.

## **Gamesys**

Junior Games Designer & Writer

*London, United Kingdom*

*Jan 2013 to Jul 2014*

Responsible for episodic quest content for the cross platform iPad and Facebook MMO Here Be Monsters. Duties and skills included:

- Designing and writing enjoyable quest content that monetises effectively
- Designing and creating locations in the game world, using an in house editor
- Implementing quests and all associated data using a content management system
- Briefing the art team to provide high quality art for use in the game

## **Gamesys**

QA Engineer

*London, United Kingdom*

*Mar 2012 to Jan 2013*

Responsible for testing various gambling and social titles.

## **Tools and Methodologies**

---

Unity3D

Jira

Agile/Scrum

GitHub/Sourcetree

Trello

Microsoft Office/Google Docs

## **Achievements**

---

- Co-founder of the [Game Rats](#), a London based group who host games related talks
- Curated the 2017 [Nordic Sensation Awards](#) & the [2018 Yonderplay Showcase](#)
- Attended the 2014 Nordic Game Jam, created the board game '[Hungover](#)'
- Official playtester of the Descent expansions Labyrinth of Ruin and Lair of the Wyrms

## **Education**

---

### **University of East London**

BA Computer Games Design (Story Development)

*London*

*Sep 2008 to Jun 2011*

*First Class Honours*

### **St Andrews and St Brides High School**

3 Scottish Higher Grades

B Computing

C English

C Chemistry

*East Kilbride*

*Aug 2006 to Jul 2008*

### **Sedgehill Secondary School**

6 GCSEs at grade B, including English and Maths

Pass GNVQ ICT

*London*

*Sep 2001 to Jun 2006*