Joshua D'Abreu
Technical Game Designer

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Profile

Hello! I'm Joshua D'Abreu, a Technical Game Designer that specialises in systems design, game balancing and prototyping. I've developed a love for analysing video games for what works well, what doesn't and how this affects the player experience. My aim as a game developer is to hone my own work and experiences further and further to produce the kind of games that would impress my younger critical self.

Projects

Designer – Project "Bite n' Smite" (Student Game)
Fighting Game
2023 - 2024
- *Vision Holder*
- *System Design*
- *Game Balancing*
- *Playtesting Management*
- *Documentation*
- *UI Design*
- *Version Control Management*

Lead Designer – Flight to Oblivion (Student Game)
Action Adventure Game
2022 - 2023
- *System Design*
- *Programming*
- *Level Design*
- *Version Control Management*
- *UI Design*
- *Sound Design*

Lead Designer – Siege of Pendennis Castle (Student Game)
Tower Defence Game
2021 - 2022
- *System Design*
- *Balancing*
- *Level Design*
- *Documentation*
- *UI Design*
- *Sound Design*

Work Experience

Café Staff – Compass Group UK
2024 - 2025
- Customer service
- High intensity environment
- Organisation

Customer Assistant – Penryn Campus Shop
2021 - 2024
- Stock management
- Customer service
- New hire training

EDUCATION
Falmouth UNIVERSITY
BA(Hons) Game Dev Design
2021 - 2024

SPECIALITIES
Systems
UX
Sound Design
Level Design
Prototyping
UI

SOFTWARE
Unity
Unreal Engine 5
GitHub (Fork)
Trello
Microsoft Office

HARD SKILLS
Version Control
C# Scripting
Documentation
UE5 Blueprinting

SOFT SKILLS
Iteration
Problem Solving
Organisation
Teamwork
Communication
Flexible
Agile