JOSH FINKEL

Game designer and visual artist

Joshualfinkel@gmail.com
www.whoajoshwhoa.com
whoajoshwhoa.itch.io

SKILLS 💡

Adobe Illustrator

Adobe Photoshop

Adobe Animate

Adobe After Effects

Autodesk Maya

Figma

Gamemaker Studio 2

Gitkraken

Google Drive

Microsoft Office Suite

Miro

PlayingCards.io

Tabletop Simulator

Twine

Unity

EDUCATION 🎓

New York University

Tisch School of the Arts

BFA in Game Design

University Honors Scholar

Summa Cum Laude

3.925 GPA

Class of 2023

Minors in Animal Studies and Business of Media

ACCOMPLISHMENTS 🕹️

Graduated Summa Cum Laude from NYU's Tisch School of the Arts with 3.925 GPA with concentration in Game Design and a minor at Stern School of Business. Named "University Honors Scholar".

Won "Player's Choice for Best Game" award for C:yber C:ipher-- a 2.5D action game about overcoming a computer virus. Project made during 2023 Global Game Jam.

Selected to work with prestigious NYU professor advisor on wizard-duel card game called Abracabattle. Game recieved high levels of publisher interest.

DESIGN EXPERIENCE 🎮

Fablevision (2023-Present)

UI / UX Designer

Designed user interfaces and user experiences, and wrote game design documentation for digital interactive media projects for various clients, including the National Gallery of Art.

Funkitron, Inc. (2022-Present)

Level Designer

Designed hundreds of engaging levels for Match-3 games in Unity Engine. Optimized levels for best player experience, balancing challenge and enjoyment. Implemented playtest feedback to iterate on designs.

Different Breed Games (2021-2023)

Game Designer and Artist

Designed core gameplay loop and art assets for two hypercasual runner games published on the app store.

Mightier (2021-2022)

Game Design Contractor

Designed 70 levels for Match-3 game in Unity. Created balanced gameplay difficulty curve. Game teaches player stress-relief skills.

Game Design Intern

Created rapid prototypes, wrote design documents, delivered concept art, balanced systems, ran playtests and designed UX flows.