




# Justin Beasley

 BeasleyJustin@outlook.com

 www.BeasleyJustin.com

Games Technical Designer

## About Me

I'm a Freelance Technical Designer. I enjoy creating and designing systems for games and I am especially interested in the RPG Genre.

## Technical Skills

- Unreal Engine 4
- Blender
- Basic C#
- Photoshop
- GitHub
- Jira

## Soft Skills

- Problem-solving
- Communication
- Creativity
- Teamwork
- Adaptability

## Interests

Reading  
Baking  
Dungeons and Dragons  
Magic The Gathering  
Warhammer Miniature Painting

## Favourite Games

Final Fantasy XIV, League of Legends, Slay the Spire, Hades, Pathfinder: WotR, Divinity: Original Sin 2, Magicka, Endless Space 2, Darkest Dungeon, Bloodborne, Disco Elysium

## Experience

- June 2023 - Present **Freelance Games Technical Designer**
- Early Development on Ranked Matchmaking System
  - Personal Projects
- Oct 2022 - June 2023 **Freelance Junior Games Technical Designer**  
Meteor Pixel Ltd.
- Provided Design for games systems and UI.
  - Handled implementation of gameplay systems and User Interfaces.
- Jan 2022 - May 2022 **The Final Slice (Senior Games Collab)**  
Senior Tech
- Created systems for generating rooms from Data Tables that designers could use.
  - Created Player Character systems.
  - Communicated with Art and Design Leads about tech implementation.
  - Managed a small tech team to deliver on the goals and implemented design

## Education

- Sep, 2018 - July 2022 **Computer Games Design BSc (Hons) - First Class**  
Staffordshire University
- Modules include:
- Advanced Games Technical Design
  - Advanced 3D Engines and Scripting
  - 3D Games Design and Development
  - Rapid Games Prototyping

## Game Jams

- |                        |  |
|------------------------|--|
| 2023 Global Games Jam  | "Root of the Problem"<br>(Tech)                      |
| 2022 Global Games Jam  | "Soul Metronome"<br>(Tech)                           |
| 2021 Global Games Jam  | "The Lost and Found" (Tech Design)                   |
| 2020 Global Games Jam  | "Praire"<br>(Tech Design)                            |
| GMTK Jam 2021          | "Inseperable"<br>(Tech Design)                       |
| Brackeys Game Jam 2021 | "Banana Man: Banana Man's Struggle"<br>(Tech Design) |