Joey Cash
Associate Game Designer

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PROFESSIONAL SKILLS

Content Design | Level Design | Gameplay Scripting | Multiplayer Design | Encounter Design

PROFESSIONAL EXPERIENCE

Associate Game Designer (Previously: Design Intern)
Blizzard Entertainment | World of Warcraft   **May 2018 - Present**
- Designing, implementing, and polishing of scripted outdoor content for World of Warcraft
- Creating memorable gameplay moments through characterization, unique mechanics, and high production presentation
- Iterating constantly to achieve the best content possible
- Collaborating across disciplines to create new content, storylines, and mechanics

Level Designer
Big Room Productions | SMU Guildhall   **August 2017 - May 2018**
- Developed an action platformer for Android with a team of three
- Collaborated with other team members to produce design solutions for gameplay problems
- Assumed responsibility for the overall game design direction of the title

Game Director & President (Previously: Design Lead, Producer)
25 Percent Games | ASU Game Development Club   **November 2014 - June 2017**
- Ran overarching management to ensure the completion and cohesion of all development tasks
- Put in place effective development standards and processes to maintain consistent quality
- Maintained relationships between the organization and IGDA by helping organize meetings and events

GAME PROJECTS
See more of my work at jcashgamedesign.com

World of Warcraft: Battle for Azeroth / Shadowlands
- Developed new questlines for the game ranging from professions content to major patch introductions.
  - For example, the introduction to the Heart of Azeroth Essences system in patch 8.2.
- Contributed to world building efforts via vignettes, spawning, and other environmental storytelling avenues.
- Lead by example by lending additional development assistance to major content pieces.
- Managed additional responsibilities such as contributing to the Brawler's Guild.

RVLVR
- Acted as level designer to create the game's content which includes designing, scripting, and tuning: Arenas, Enemy Encounters, and Weapons.
- Lead as the Game Designer to ensure a consistent direction with all decisions in order to produce a more polished game experience.

Twisted Sails
- Lead a student development team as Game Director taking on tasks related to team management and creative direction.
- Designed the game's main environment and scripted multiple in game assets such as weapons and pickups to support the core gameplay.

ENGINES AND SOFTWARE

Engines: WoWEdit, Unity, Unreal Engine 4, Starcraft II, Source, GameMaker Studio
Software: Perforce, JIRA, 3DS MAX, Photoshop, GitHub, Hammer, Visual Studio, Trello, Visio, Microsoft Office
Languages: Lua, Blueprint

EDUCATION

Bachelor of Arts, Psychology
Arizona State University - May 2017
College of Liberal Arts and Sciences