

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
Gamedev 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 "Best Game in Progress" award for wizard-duel card game called Abracabattle at Boston Festival of Indie Games. Game received high levels of publisher interest.

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

DESIGN EXPERIENCE

FableVision (2023-Present)

Associate Producer and Game 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. Promoted after working for 1.5 years in freelance capacity.

Funkitron, Inc. (2022-2025)

Level Designer and QA Tester

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.