

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
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 "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.

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

DESIGN EXPERIENCE

Funkitron, Inc. (2022-Present)

Game Tester

Conducted playtests to identify and analyze issues in Match-3 mobile game. Documented game's difficulty to create balanced progression curve.

Fablevision (2023-2024)

UI / UX Designer

Designed user interfaces and experiences, and wrote game design document for a painting app for the National Gallery of the Arts.

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.