

# JOSH FINKEL

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## SKILLS

Adobe Photoshop  
Adobe Illustrator  
Adobe Animate  
Adobe After Effects  
Adobe InDesign  
Autodesk Maya  
GameMaker Studio 2  
Microsoft Office Suite  
PlayingCards.io  
Twine  
Unity

## EDUCATION

**New York University**  
Tisch School of the Arts  
Game Design Major  
Bachelor of Fine Arts  
Class of 2023

## DESIGN WORK EXPERIENCE

### Mightier

Game Design Contractor September - December 2021

Designed 70 levels for a Match-3 game in Unity. Participated in regular meetings with game design team.

### Game Design Intern

May - September 2021

Supported the game design team by delivering concept art and graphic design work, created prototypes, balanced systems, ran playtests, and designed UX flows.

### Gamewright Games

Graphic Design Intern

August 2021

Managed art assets for tabletop game and puzzle production.

Pitched Boardgame

July 2020

Pitched "Shrago!"-- a wacky abstract roll-and-move game, inspired by "Mouse Trap". Wrote pitch document and created video presentation.

### Freelance Artist

September 2018 - Present

Designed and illustrated logos, marketing, visual, and educational materials. Communicated and collaborated with clients throughout the creative process. Worked with a variety of clients, including NYUnited for COVID-19, Yale Medical School, and an anonymous Emmy-winning TV executive.

## COMMUNITY & COLLABORATION

### Edward M. Kennedy Institute for the United States Senate

Tour Guide Intern

September - December 2018

Guided student groups throughout the institute, teaching about our system of government using game-based learning activities.

### Camp Yavneh

Lead Counselor

June - August 2020

In charge of 70 campers aged 8-10. Worked with other counselors to design activities for campers. Promoted after working two previous summers in lower-level counselor position.