

JOSEPH TIERNEY

CONTACT

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319 Highland Ave Fitchburg, MA, 01420 📍

EDUCATION

FITCHBURG STATE UNIVERSITY
Fitchburg, MA

Game Design and Production

Academic Profile

History of Interactive Media
Elements of Game Design
Game Narrative Design
Game Level Design
Concept Art for Game
Development
Interactive Media Project
Design
3D Game Development
Intermediate Game Art
Advanced Game Workshop

Extracurricular Activities

RPG Guild - Volunteer Game
Host
Construction and Paint work for
Local Schools
VIP Guest for Cosplay Armor
Panels at PAX East (Twice)

ADDITIONAL SKILLS

Japanese - Beginner Knowledge

EXPERIENCE

COMPUTER STUDIO OVERSIGHT

Fitchburg State University, Fitchburg, MA / Sep 2019 - Present

- Performed administrative and clerical duties following directions, procedures and guidelines.
- Collaborated with peers and supervisors to solve problems.
- Sanitized and Maintained proper CDC Hygienic standards

VIDEO EDITOR

Fulltime Naozari, Cheshire, MA / Aug 2014 - Jul 2020

- Independently Wrote, Directed, and edited Anime and Game related content for a wide variety of audiences, reaching over 2 million people in just 4 years.

LEAD VIDEO EDITOR - STARWARS FOLLOWER

Follower Entertainment (Halo Follower), Worcester, MA / Oct 2015 - Jan 2017

- Identified high-value content opportunities using combination of keyword research and internal performance metrics.
- Delivered video projects on schedule and within budget.
- Set publication standards and established goals and expectations.
- Performed substantive editing, copy editing and proofreading.

OBJECTIVE

Acquiring an Internship that allows me to develop and polish my skills in Game Design and Development that is on par with that which is expected in the industry.

TECHICAL KNOWLEDGE

Unity | UE4
Adobe Photoshop | GIMP
2.10 | Adobe After Effects
Adobe Premier
Vegas Pro 17 | Audacity
Audio | VTF Edit Google
Documents Suite | Microsoft
Office Suite | Wordpress web
development | C# & Java