

Joseph Tierney, Game Designer/Tester

www.JosephTierney.net, Cary, NC, (413) 841-2879, josephntierney@gmail.com

PROFILE

I am a highly motivated and detail-oriented QA Tester with a passion for game design and a desire to transition into a role as a **Game Designer/Narrative Designer/Producer**. With a strong foundation in game testing, workflow development, and documentation, I am eager to apply my skills and creativity to the development of compelling narratives that engage and captivate players. With a proven track record of success in both technical and creative roles, I am committed to pursuing new challenges and opportunities for growth in the dynamic and constantly-evolving world of game design.

EXPERIENCE

Feb 2022 — Apr 2023

QA Tester II - Unreal Engine 5, Epic Games

Cary, North Carolina

- Successfully executed complex test cases for various features in the game engine, ensuring high-quality performance and stability of the software.
- **Collaborated effectively with analysts to develop and refine workflow processes and testing procedures, leading to improved efficiency and accuracy of testing.**
- Conducted extensive halo testing to identify and eliminate bugs in new and legacy plugins and features, resulting in improved user experience and higher overall quality of the product.
- **Authored clear and concise documentation for key engine features and test procedures, facilitating smoother communication and knowledge transfer among team members and stakeholders.**
- Successfully updated documentation for new UX/UI after the release of engine 5.0, demonstrating strong attention to detail and adaptability in a rapidly changing environment.
- Effectively organized sprints for other testers, optimizing team productivity and ensuring successful completion of critical projects.
- Skillfully managed both physical and remote machines to cross-test software across multiple platforms and operating systems (Windows, PlayStation, Switch, Xbox, Stadia, etc.), ensuring compatibility and high-quality performance for all users.

Sep 2020 — Dec 2021

Narrative Design/Level Designer, Bluefox Studio

Fitchburg, Massachusetts

- **Wrote and developed a compelling narrative and script, weaving together complex characters and storytelling to create a rich, story-driven gameplay experience.**
- Played an integral role in the game concept and development process, leveraging strong creative vision and strategic thinking to develop innovative and engaging game ideas.
- Applied 3D modeling and texture skills to create high-quality assets that enhanced the overall visual quality of the game and contributed to a seamless player experience.
- **Worked as lead audio designer to create in-game audio tapes, demonstrating creative skills in helping the narrative tools of the game feel immersive and part of a lived-in world.**
- Skillfully designed levels and set dressing to challenge the player, creating a dynamic and immersive environment that captivated and engaged players.
- **Demonstrated exceptional cinematic production skills, utilizing pre-rendered cutscenes to create an immersive, cinematic experience that drew players deeper into the game world.**
- Contributed to the overall success of the project by taking an active role in team collaboration and communication, fostering a positive and productive team culture that led to the successful completion of critical milestones.

Oct 2015 — Jan 2017

Senior Video Editor, Follower Entertainment

Cheshire, Massachusetts

- Wrote, directed, and edited game related content for a wide variety of audiences, reaching over 5 million people in just 4 years.
 - Identified high-value content opportunities using a combination of keyword research and internal performance metrics
 - Set publication standards and established goals and expectations
 - Developed professional contacts and networked through events and conventions
-

EDUCATION

Dec 2021

**Bachelors of Science: Major in Game Design and Interactive Media,
Minor in History, Fitchburg State University**

Graduated Cum Laude, Deans List, 3.8 GPA

| | | | | |
|--------|------------------------|-------------|------------------------|-------------|
| SKILLS | Unreal Engine 4.27-5.2 | Expert | Adobe Photoshop | Experienced |
| | Jirra | Expert | Adobe Premiere Pro | Experienced |
| | Vegas Pro 18 | Expert | TightVNC | Skillful |
| | Blender 3D | Experienced | Autodesk MotionBuilder | Skillful |
| | Autodesk 3ds Max | Experienced | GitHub | Skillful |
| | Autodesk Maya | Experienced | Adobe After Effects | Beginner |
| | Substance Painter | Experienced | C# | Novice |
| | Unity | Experienced | Java | Novice |

HOBBIES

Outside of work, I have a number of creative outlets that I use that I believe help build the skills that support my professional career.

-Using materials like 3d Printing, EVA foam, and other miscellaneous crafts, I produce accurate recreations of Video Game and movie props, from lightsabers to futuristic rifles, and even full suits of power armor. Creating these items in the real world helps give my digital asset creation skills a base to work from.

-Video editing has been a passion of mine, at times even a professional carrier. I love to make audio dramas of my favorite Sci-Fi novels, using AI synthesized voices for the characters combined with sound effects and music. I am currently adapting Halo: The Fall of Reach on my personal YouTube Channel. This is a crucial part of learning the intricacies of narrative design.

-I enjoy the competition of not only competitive gaming, but of sports. I often play pickup football games and ultimate frisbee with a local group of guys to keep myself fit and to feel that drive to win.

-Like many other designers in the industry, I also enjoy a good game of Dungeons and Dragons. Working with other players and a DM to craft a narrative together for the entertainment of the group is incredibly rewarding, and helps teach me the skills necessary to impliment an engaging story for gamers in my projects

-Finally, I also spent a great amount of time working on game projects and miscellaneous modelling assets. Working on these skills in my off time helps prepare me for when situations involving the various aspects of game production come up in the professional world.

REFERENCES

References available upon request