Josh Temple

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Joshtemple.design

Summary

A technical designer with 1-2 years of experience in designing and implementing game mechanics from tabletop RPGs to 3D multiplayer games. A problem solver and thoughtful collaborator with an appetite for learning who thrives in interdisciplinary teams.

Projects

Untitled Parkour Game: a 3D multiplayer 1st person parkour game based around momentum and tagging your friends made by a team of 11 students in Unity.
- Designed and programmed core movement mechanics
- Implemented network programming using Netcode for GameObjects, Relay, and Lobby
- Created, play tested, and iterated the control schemes for keyboard and controller
- Facilitated collaboration and coordination as lead producer
- Ran playtest events and collected player feedback

TurnStyle: a turn-based RPG with a (literal) twist where players navigate life and a monster infested subway system created by a team of 13 students.
- Transferred original game prototype from Phaser to Unity
- Re-designed back-end class hierarchy and combat logic
- Built the subway node map scene and associated systems
- Collaborated on combat UI programming and debugging

High Larceny: a one-shot heist tabletop RPG where players steal back already stolen art.
- Designed, written, and layout by myself
- Ran playtests and iterated based on player feedback

Other Experience

Conference Associate at GDC 2024, March 17-22nd 2024

Relevant Coursework

Game Design Studio, Game Production Studio, Game AI
Game Graphics and Real-Time Rendering, Advanced Programming
Game Systems, Experimental Tabletop RPG Design
User Experience for Interactive Media
Algorithmic Music for Games

Education

UC Santa Cruz

B.S in Computer Science: Computer Game Design

Sep 2021-Sep 2023

Berkeley City College

A.S in Advanced Computer Programming

Jan 2019 – May 2021

Key Skills

C++, C#, Python
Unity
Unreal Engine 5
Blueprints
Git/GitHub
Trello