

Josh Beitle

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Work Experience

Manticore Games | San Mateo, CA | May 2022 – Present

Freelance Digital Content Designer: CORE

- Designing environments and props for gameplay trailer production
- Implementing camera systems, editing video, Lua scripting, organizing assets, and coordinating with the creative director

Layer Media | San Mateo, CA | March 2022 - April 2022

Freelance Game Animator: CORE

- Programmed NPC movement routes within 4 gameplay environments on Manticore Games' free-to-play gaming platform, CORE.
- Recorded NPC choreography clips to be used in CORE gameplay trailers.

Manticore Games | San Mateo, CA | July 2021 – Feb 2022

Digital Content / Marketing Intern: CORE

- Designed and implemented in-game environments and sets for player events, video shoots, and live streaming assets using custom tools and scripting in Lua
- Produced, captured, and edited video for TikTok, YouTube, and educational content teaching CORE's features
- Designed key-art banners and visuals for site advertising and social media posts
- Created and managed a growing online database of the company's digital video content

Shiver Entertainment | Miami, FL | May 2021 – July 2021

Associate Game Designer: Unannounced Project

- Designed and implemented the tutorial level for an unannounced project using Unreal Engine 4 and visual scripting
- Animated and scripted the game's main menu environment, procedurally showcasing the game's 32 enemy types

Saberfish Games | Boston, MA | Dec 2020 – May 2021

Game / Character Designer / 3D Artist: Habit of Force

- Lead narrative, game design, and world-building decisions for the turn-based mecha strategy game under development
- Designed, textured, and animated 11 character models using Blender for use in the game's battle sequences
- Features character customization and story changes based on player's choices and interactions with NPCs

Education

Northeastern University

Master of Science,
Game Science and Design
Graduated May 2021

Northeastern University

Bachelor of Science,
Psychology
Game Design Minor
Graduated May 2019

Technical Skills

Unity
Unreal Engine 4
C#
Lua
Visual Scripting
Oculus VR Development
Adobe Premiere
Adobe Illustrator
Autodesk Maya
Blender
Jira
Github

Interests

Esports
Streaming
Animation
Virtual Reality Applications

References available
upon request.