

Joshua Crabb

Games Designer

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PERSONAL STATEMENT

I am a third-year student at the University of Staffordshire studying to become a Game Designer. I am passionate about the Games Industry, and I have demonstrated this through my placement year at EA Codemasters where I worked on F125 as an intern game designer. I have also worked on two games made by the University of Staffordshire called Mech Head and Mental Block, with Mech Head winning a TIGA award. I am a team player, and I am willing to take on any challenge presented to me and learn from it.

KEY SKILLS

- Adaptability with technical software.
- Creating and maintaining a Game Design Document, using specs to structure it.
- Proficient within Figma, creating level maps, mechanic diagrams, wireframes and interactive demonstrations.
- Understanding Level design methods, using them to iterate and create fun and engaging levels.
- Working inside Unreal Engine 5 confidently using Blueprints to create mechanics, systems and UI Widgets.
- Understanding key project management techniques using Trello.
- Understanding the importance of time management, using Timelines to protect the development cycle and knowing when to change it.
- Approaching issues with a strong problem-solving mindset, using strong debugging and iteration skills.
- Able to explain design decisions clearly and adapt messaging for designers, programmers, and artists
- Being sociable and communicative with other members of a team.
- Meeting deadlines and maintaining high standards of work in both team and solo projects.
- Knowledgeable with C# and C++.

EMPLOYMENT HISTORY

Intern Game Designer, EA Codemasters, Birmingham

F125

(July 2024 - July 2025)

Responsibilities

- Designing and authoring the content for the Podium Pass and Item Store
- Balancing and implementing the facility improvements within My Team 2.0
- Implementing secondary narrative elements in the Story Mode, Braking Point 3.
- Playtesting the game in multiple areas

Achievements

- Completing a placement year.
- Obtaining 1 year of experience within the Games Industry.
- Working through the development cycle to completion, helping bring the product to release.
- Achieved my first game credit. ([Joshua Crabb - MobyGames](#))

Programming Intern, Staffordshire University (1UP Scheme), Stoke-On-Trent

Mental Block and MechHead

(June 2023 – July 2023)

Responsibilities:

- Using Unreal Engine to implement high level UI wireframes.
- Working to a short deadline of 6 weeks.
- Communicating with design, art and producing teams.
- The development and implementation of mechanics designed by other teams.
- Used professional practice within and outside the team.

Achievements:

- MechHead was awarded a TIGA Game award for Best Arcade Game
- Both Mental Block and MechHead were shortlisted for TIGA Game Awards.
- Being selected for the 1UP scheme *(This gave me 6 weeks of experience of working in the games industry)* in my first year of university.

EDUCATION & QUALIFICATIONS

Staffordshire University

BSc (Hons): Game Design and Programming [With a Placement year]

(September 2022 – Present)

BSc (Hons): **First**

Confetti Institute of Creative Technologies

(September 2020 – June 2022)

BTEC: **Distinction*Distinction*Distinction**

REFERENCE GIVEN AT REQUEST
