Joshua Crabb

Games Designer

CONTACT DETAILS

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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
- Design Documentation and Wireframes
- Project Management
- Time Management
- Debugging
- Problem Solving
- Communication
- Professionalism
- Idea Generation

TECHNICAL SKILLS

Software	Experience Level	Software	Experience Level
Unreal Engine	4 years	C#	2 years
Unity	2 years	C++	2 years
Figma	1 year	Hammer	2 Months

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:
- Programming UI widgets.
- Working to a deadline.
- Communication with other teams.
- Development and creation of mechanics.
- Good professional practice.

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.

Team Member, Into Games, Nottingham
(June 2021 – July 2021)

Responsibilities:
- Communicating with my team.
- Learning new skills.
- Working with placeholders.

Achievements:
- Completing a project, which was presented to professionals at Into Games.

EDUCATION & QUALIFICATIONS

Staffordshire University
BSc (Hons): Game Design and Programming [With a Placement year]
(September 2022 – Present)
Placement Year - 80/100
Second-year grade - First
First-year grade – First

Confetti Institute of Creative Technologies
(September 2020 – June 2022)

BTEC**:**
- First year – Distinction
- First year – Award for Most Improved Student of the Year
- Second year – Distinction*Distinction*Distinction
- Second year – Award for Student of the Year

HOBBIES & INTERESTS

- Voice Acting
- Video Editing
- Gaming / History of Games

REFERENCES GIVEN AT REQUEST