JUSTIN CAPCAP

GAME DESIGNER | justincapcap.com

PROFILE SUMMARY

A user-focused and detail-oriented game designer with 1-year professional experience. My strongest assets include my knowledge in game design approaches combined with my technical proficiency and game programming.

HARD SKILLS

Game Design

Level Design

Game Programming

Documentation

Prototyping

SOFTWARE

SOFT SKILLS

Collaborative

Communication

Problem Solving

RELEVANT EXPERIENCE

TECHNICAL GAME DESIGNER • HEXABYTE! • OCT. 2018 – APR. 2019

- Worked on a Mixed Reality experience, a sponsored project by **Shadow Factory** - Hong Kong based production company.
- Design and develop gameplay functionality and other game features.
- Refine player progression based on user feedback and data metrics.

GAME DESIGNER • BLOOM DIGITAL • JAN. 2019 – MAR. 2019

- Designed customer journey maps and active wireframes for an educational mobile AR project.
- Coordinated with clients in designing the on-boarding assessment, determining the user's learning style.

GAME DESIGN INTERN • BLOOM DIGITAL • MAY 2018 – SEPT. 2018

- Research competitive mobile games in the casual puzzle genre.
- Designed potential monetization and live ops strategies.
- Conducted user testing to gather data and refine user-flow based on user feedback and metrics.

PROJECTS

MAKING WAVES • MAR. 2018

- Sprint project in collaboration with **Holland Bloorview Hospital**.
- Designed an interactive experience for the hospital's waiting room to promote fun and engagement within a rehabilitation environment.
- Successfully designed for various types of children's physical abilities and accessibility needs.

EDUCATION

Honours Bachelor of Game Design • Sheridan College • 2015 - 2019

Visual and Creative Arts Diploma • Sheridan College • 2014 - 2015

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