



WashingtonOfficial@gmail.com

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Ambitious, Collaborative, and Technical Game Designer with experience **across** Unreal Engine, Roblox, Godot, UX/UI, and web design. Highly knowledgeable on industry trends and design standards. Passionate about building engaging experiences that emphasize fun, creativity, and story telling in **efficient** and effective ways.

EXPERIENCE ✨

Cuddlekins LLC & Professional Development | Current

- Personal LLC for freelance and project work
- Professional graphic design and web design for various companies, projects, and individuals
- Additionally working on developing game development and design skills with various Unreal video game projects and board game prototypes.
- Participating in 1-2 game jams a year, utilizing Unreal Engine to learn new skills and techniques in programming, design, tech art, AI, and technical design

Cheil Dallas - XR Designer | Summer 2022 - Fall 2023

- Sole Game Designer on Roblox, Unreal, and web based XR experiences built for in-house projects and major brand clients
- Aided technical development through the design and implementation of project UX and UI elements
- Adapted to the changing needs of the team and business by working in other areas of the company, such as, marketing campaigns, event productions, graphic design, and company newsletter

WonderWorks Studios - Game Designer | Spring 2022 - Summer 2022

- Designed and developed various metaverse experiences on the Roblox platform for both in-house projects and major brand clients
- Contributed to multiple simultaneous projects including 3rd Person Action Fantasy MMO prototype
- Provided hands on design work and documentation across all core areas including: Gameplay, UI/UX, Narrative, 3rd Person Melee Combat, Encounter, Enemies, Systems, Levels, Economy, and Player Engagement Design
- Educated existing team on industry standard game development frameworks that lead to improved development practices company wide

Zoelie - SCAD Project - Game Designer | Winter 2020 - Spring 2020

- Lead a team of 40+ and facilitated cross disciplinary coordination to ensure project met its objective goals after multiple setbacks
- Implemented a clear vision and strategy that developed Zoelie into an award winning project
- Developed gameplay and systems alongside engineers that directly led to project success
 - Won 1st Place for Best Gameplay at 2021 Intel University Games Showcase
 - Achieved finalist award/status as PC Game of the Year for Rookies 2020

TECHNICAL PROFICIENCIES 📁

Software: Unreal Engine 5, Unreal Engine 4, Godot Engine, Adobe Illustrator, Adobe XD, Adobe Photoshop, Blender, Figma

Skills: Systems Design, Gameplay Design, Action Combat Design, Turn Based Combat Design, Blueprint Scripting, Level Design, Graphic Design, Document, UX Design, Encounter Design, Enemy Design, Gameplay Programming, UI Programming

EDUCATION 🎓

Savannah College of Art & Design - Savannah, GA

Graduated Cum Laude in Interactive Design & Game Development. Minor in Game UX

FAVORITE GAMES 🎮

Baldurs Gate 3, The Witcher 3: Wild Hunt, DOOM, Persona 5 Royal, Borderlands 2, League of Legends, Pokemon, Teamfight Tactics, Hades, Diablo 3, Cyberpunk 2077, Destiny, Street Fighter 6, etc.