

Joe Oliveira

Technical, Gameplay, Systems Designer

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 Oregon, USA (Open to relocation)

Professional Summary

Aspiring game designer focused on crafting addictive gameplay, building immersive levels and making tech work seamlessly behind the scenes.

I dig deep into player insights and analytics to shape gameplay that actually connects with players.

Great with Godot, Unity and Unreal, communicating clearly, leading teams, and breaking down complex ideas into easy-to-grasp concepts.

Always down to collaborate and share what I learn along the way.

Skills

Hard Skills

- Unreal Engine 5 (Blueprints & C++)
- Unity (C#)
- Gameplay Systems Design
- Level Design & Lighting for Navigation
- REST API Development
- Automation Tools (Python, Bash, PowerShell)
- SQL, LiteSQL, MongoDB
- Git, Perforce Version Control

Soft Skills

- Cross-functional Team Collaboration
- Rapid Prototyping and Iteration
- Analytical Player Data Interpretation
- Problem-solving Under Production Deadlines
- Effective Technical Documentation

- International Communication (English/Japanese)
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Certifications

- CompTIA A+ (2022)
 - CompTIA Server+ (2017)
 - Apple Certified Help Desk Specialist (ACHDS, 2016)
 - Apple Certified Technical Coordinator (ACTC, 2016)
 - Fujitsu M10 Servers Installation Essentials (2017)
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Education

Full Sail University – B.S. Game Design (*Expected May 2025*)
Business IT Services – Systems Administration Program (*Graduated 2012*)

Major Projects

Rogue Slots (Capstone Project)

- Designed and developed a dynamic rogue-like slot machine system in Unreal Engine 5, focusing on replayability, skill expression, and player retention.
- Led technical system architecture, progression loop development, and player feedback-driven balancing.
- Integrated player choice, environmental storytelling, and IPM systems across gameplay modules.

Treehouse (Hall of Fame Game Jam – 3rd Place)

- Created a stealth and exploration game within 24 hours, centered around modular treehouse construction and resource collection.
- Designed inventory management and objective-tracking systems tied to narrative beats.

Japanese Garden (Level Design Focus)

- Built a naturalistic exploration level using lighting and environment design to subtly guide players toward objectives.
- Implemented hidden collectibles (lucky cats) and puzzle gating to encourage exploration without heavy UI.

Mechanics Inferno (Challenge Room Design)

- Designed modular movement-based challenge rooms focusing on player reaction time and spatial navigation.
 - Pacing carefully escalated from introductory mechanics to advanced reflex challenges.
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Work Experience

HPD Computer Repair – Owner / Lead Systems Engineer

2015 – Present

- Founded and operate an IT services business, providing B2B and B2C support, systems administration, and software development.
- Developed custom inventory and customer management systems for retail and repair operations.
- Designed internal automation scripts to reduce repair tracking overhead by over 30%.
- Specialized in network deployment, security hardening, and client troubleshooting across varied industries.
- Consulted for clients including the U.S. Department of Veterans Affairs, Bureau of Land Management, and Wells Fargo via subcontracting projects.

Freelance Developer – Technical Consultant & Developer

2018 – Present

- Collaborated with Flowhub developers to diagnose and resolve API integration bugs across multiple cannabis industry platforms.
- Built custom REST APIs and internal tooling for small business clients, reducing administrative workloads and improving customer service experiences.
- Designed and delivered customized employee training platforms for Sprint/Boost Mobile retail partners.

FX420 – System Administrator (Contract)

2018 – 2019

- Maintained and upgraded secure OLCC-compliant IT infrastructures across multiple retail cannabis locations.
- Designed proprietary point-of-sale, inventory, and cash management systems tailored for regulatory compliance.

- Managed network security, workstation deployment, and automated daily reporting for inventory traceability.

Simply Mac – Sales Manager / Genius Bar Lead

2017 – 2018

- Managed frontline and support staff at Apple-authorized retail locations, overseeing technical repairs and customer sales.
- Consistently exceeded monthly sales targets by 32% through team training initiatives and repair-service upselling.
- Led in-store device repair operations using Apple GSX systems, maintaining a 75%+ same-day repair resolution rate.

Fujitsu USA – Field Engineer

2017

- Provided on-site technical support for enterprise server systems, self-checkout kiosks, and ATM solutions.
- Completed service calls adhering to detailed repair protocols for 30+ corporate clients.
- Produced comprehensive job notes and client handoffs ensuring zero disruption to client operations.

SCommunications – Area Manager

2015 – 2017

- Managed 30 wireless retail locations across Oregon, Washington, and California for Boost Mobile and MetroPCS.
- Recruited, trained, and developed over 70 sales and support staff across multiple markets.
- Coordinated local marketing initiatives and managed new store launches, boosting overall regional sales by 28% YoY.

Languages

- English: Native
- Japanese: Conversational (Basic Daily Communication)

Awards & Memberships

- 🏆 3rd Place – Full Sail Hall of Fame Game Jam (2025)

- 8 Member – National Society of Collegiate Scholars (2024)