

Joe Oliveira

Roseburg OR

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Education

Bachelor of Science in Game Design

FullSail University, Winter Park, FL

Graduated May 2025 | 3.77 GPA

Game Design Skills

- Core Gameplay Systems
- Encounter & Level Design (Linear & Exploratory)
- Game Design Documentation (GDD, TDD, balancing sheets)
- Prototyping, Wireframes, Flowcharts
- Player Feedback integration
- Narrative Scripting & Quest Flow
- Progression & Economy Balancing
- UI/UX For Gameplay Systems
- Systems Tuning & Breakdowns
- Combat Systems
- Debugging

Awards

- 3rd Place Winner - Full Sail Hall of Fame Game Jam, Treehouse
- Member - National Society of Collegiate Scholars (NSCS)

Professional Summary

Game designer with a systems brain and a builder's mindset. I create intuitive, scalable mechanics that support exploration, progression, and strong player feedback loops. Whether tuning level flow or scripting dynamic encounters, I thrive on fast iteration, clear documentation, and collaboration. I specialize in turning rough concepts into polished, playable experiences through collaboration, iteration, and technical insight.

Game Design Experience

Treehouse

Lead Systems & Gameplay Designer | Full Sail Hall of Fame Game Jam

- Directed modular building and stealth mechanics, focusing on clarity and player freedom.
- Developed inventory and enemy detection systems using Blueprint scripting.
- Conducted small-scale playtests with 10+ users and used feedback loops to refine level pacing.
- Achieved 3rd place among over 100 participants.

Rogue Slots

Technical, Combat & Systems Designer | Full Sail University – Capstone Project

- Led the design of a roguelike-slot hybrid combat system, blending randomness with strategic control.
- Engineered scalable UE5 gameplay systems in Blueprint and C++ to support enemy encounters, reward logic, and progression pacing.
- Authored detailed GDDs, feature flowcharts, and system diagrams to maintain team alignment and clarity.
- Balanced multiple progression paths by integrating data from internal test metrics.
- Iterated rapidly based on feedback to improve engagement, pacing, and player comprehension.

Mechanic's Inferno

Level & Systems Designer | IPM Project

- Built a solo-developed obstacle-based level focused on traversal and environmental puzzles.
- Implemented difficulty escalation and mechanic introduction across a short-form level flow.
- Used player data and peer feedback to guide obstacle readability improvements.
- Incorporated agile design practices for mid-week feature changes and polish.

Japanese Garden

Level Designer | Exploration-Focused Worldbuilding Project

- Designed and developed a tranquil, collectible-driven level emphasizing environmental storytelling.
- Utilized soft-gating techniques to guide player navigation and create flow.
- Conducted test sessions and adjusted design based on observed player behavior.

Technical Skills

- Programming: C++, C#, Python, Blueprint Scripting, Assembly
- Engines & Tools: Unreal 5, Unity, Git, Perforce, Visual Studio & Code
- Infrastructure: API Development, Automation, Scalable Logic
- Dev Practices: Console Dev Environments, Jira, Confluence

Soft Skills

- Clear written and verbal communication
- Executive and client-facing professionalism
- Fast, independent problem-solving
- Cross-discipline sprint coordination.
- Strong time management in high-pressure settings
- Adaptive across enterprise and field work
- Detail-oriented documentation habits
- Collaborative with cross-functional teams

Technical Experience

Freelance Developer & IT Consultant

April 2018 - Current

Self-Employed, Oregon

- Supported clients such as USDA, VA, and Wells Fargo through on-site infrastructure upgrades and system architecture improvements.
- Replaced EOL hardware and configured full Windows Server stacks (AD, DNS, DHCP) to meet federal compliance.
- Designed and deployed secure network solutions across remote and high-compliance locations.
- Delivered mobile/web apps with custom data logic and backend scripting.
- Delivered over 100 websites with ecommerce, scheduling, and custom workflow support.
- Implemented automation and tracking systems for small businesses across Oregon.

Part Owner / Systems Engineer

HPD Computer Repair, Roseburg, OR

Feb 2015 - Current

- Provided full-stack technical support, server deployment, and IT consulting to over 300 clients.
- Managed daily operations and built proprietary repair tools and automation scripts.

Contracted System Administrator

FX420, Roseburg, OR

Nov 2018 - Nov 2019

- Maintained OLCC-regulated systems with full uptime.
- Designed internal tracking tools and automated system updates for compliance and efficiency.