Joel Bailey
Game Designer/ Writer

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A Blurb About Me

I'm a game designer and writer with professional passions lying in creative writing, gameplay design, and mission design. In my spare time I enjoy building universes and exploring them.

Where I Studied

Vancouver Film School – Game Design Program   *October 2012 – October 2013*
An intensive one-year diploma course in which I studied the many disciplines of game development.
- Graduated with Honours (90% +)
- Awarded "Excellence in Story"
- Awarded "Best Game Concept"

Where I've Worked

Electronic Arts   *February 2018 – present*
Assistant Producer (Live Content Designer)
- Design player-facing daily content such as programs, special events, and store offers
- Build and implement daily content and manage the deployment of daily updates to users

Electronic Arts   *May 2016 – February 2018*
Game Tester
- Using software tools and test plans, sought out gameplay bugs and reported said bugs

Whitebox Interactive   *December 2013 – July 2015*
Game Designer/ Writer
- Designed and balanced character abilities, stats, and gameplay roles
- Wrote character dialogue and directed voice actors

Major Skills

Game Design	Adobe Photoshop	Unity
Creative Writing	Adobe Animate (Flash)	Perforce
Mission Design	Adobe Premiere	JIRA
Level Design	Adobe After Effects	Microsoft Word
Editing	Microsoft Paint	Microsoft Excel