



JOSHUA KULINSKI

GAME DESIGNER

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OBJECTIVE

To design and develop world class video games, craft digital worlds and create fun.

EDUCATION

Bachelor of Science: Game Art & Design – The Art Institute of California – San Francisco

SKILLS

Excellent verbal and written communication skills, Proficient with the following tools: Excel, Unreal Engine, Unity, Maya, Photoshop, Illustrator, C#, Blueprints, JSON, Perforce.

EXPERIENCE

WB Games San Francisco – Senior Systems Designer 2015 - Present

Games: Harry Potter Wizards Unite, DC Legends

Senior Systems Designer on DC Legends and Harry Potter: Wizards Unite. In my time at WB I have designed core game loops, developed content both in production and for live games, written and maintained design documentation and implemented game data.

TinyCo – Game & Economy Designer 2014-2015

Games: Family Guy: The Quest For Stuff, Unannounced Mobile Title

At TinyCo, I worked as a Game and Economy Designer, on Family Guy: The Quest for Stuff and on an unreleased Star Wars title. My primary responsibilities were content creation, tuning and balancing. I worked closely with artists, engineers, and writers to create cohesive chunks of content to support both new games in development, and in Live-Op

Playfirst – Senior Game Designer 2013-2014

Games: Diner Dash, The Mortal Instruments: City of Bones

During my time at Playfirst, I was in charge of design for LiveOps for a number of mobile games across the iOS and Android platforms, including Diner Dash, Sponge Bob Diner Dash, Hotel Dash, Wedding Dash, Cooking Dash and The Mortal Instruments. I focused on User Engagement/Retention, Gameplay Systems, Social Systems, and monetizing within a freemium economy.

LucasArts Systems Designer / Player Investment 2011-2013

Games: Star Wars: Smuggler (Unreleased), Star Wars: First Assault (Unreleased)

During my time at LucasArts, I worked on developing weapons, abilities and player equipment, as well as developing social features such as Clans, Achievements, and Daily Missions. Though the game was unreleased, took away a great deal of experience working within the FPS genre, and working on AAA games.

ADDITIONAL EXPERIENCE

Metamoki Inc. - Lead Game Designer 2010-2011

TheBroth Inc. - Lead Game Designer 2009-2010