



JOSHUA KULINSKI

GAME DESIGNER

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OBJECTIVE

To design and develop world class video games, and create game systems that focus on player investment.

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

ArenaNet- Game & Economy Designer 2019 - Present

Games: Guild Wars 2

At ArenaNet I have already worn a number of hats, I have analyzed and made adjustments to the economy, developed in game commerce items from concept to implementation, worked on New Player Retention initiatives and new rewards systems for Guild Wars 2.

WB Games San Francisco – Senior Systems Designer 2015 - 2019

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)

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