Joshua Rigsby

GAME DESIGNER & RESEARCH ASSISTANT

A passionate believer in the value of game technology as a means of interacting with our world, looking to commit himself to a team and to learn and grow to make the world a better place.

CONTACT ME

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Portfolio
LinkedIn

PROFICIENCIES

- Design and Development
  - Narrative Design
  - Systems Design
  - Game Progression
  - Reward Structure
  - Programming (C#, HTML, Scala, JavaScript, Blueprints)
- Software
  - Unity Engine
  - Twine
  - Unreal Engine 4
  - Photoshop
- Production
  - Project Management
  - SCRUM
  - Writing/Documentation
  - Adaptable to different project needs
  - QA Analysis

PRESENTATIONS & EVENTS

- Connecticut Association of School Based Health Centers Conference (November 2022)
  - Vendor showcasing project "Invite Only"
- Yale School of Medicine's Medicine in The Metaverse Conference (February 2023)
  - Hosted demos of different softwares
  - Assisted with event duties
- UConn mHealth 7th Annual Conference (May 2023)
  - Video Poster Presentation about No Time Wasted Twine development
- Yale University Postgrad Symposium (August 2023)
  - Poster Presentation about No Time Wasted Twine development

EDUCATION

Quinnipiac University

B.A. Game Design and Development

2018 - 2022

- 3.89 GPA
- Honors and Distinctions
  - Dean's List (2018 - 2022)
  - Magna Cum Laude
- Extracurricular Activities
  - Game Club (2018 - 2022)
  - Game Design and Development Club (2018 - 2022)

WORK EXPERIENCE

Game Designer | Writer | Postgraduate Associate

XR Pediatrics Lab, Yale School of Medicine | September 2022 - Present

- Software Design/Development
  - **No Time Wasted is an alcohol harm reduction game for teens being developed in Twine and an AR version for the Magic Leap 1**
    - Wrote a 3-act story incorporating more than 25 different learning goals to create a thorough and interactive curriculum.
    - Worked with team members and student actors to film all dialogue for AR game
    - Conducted playtesting with members of target demographics.
    - Created and programmed multiple iterations of a desktop-based version of the game in Twine.
- Production
  - Maintained and updated project timelines
  - Created and updated various documents related to the project
  - Worked with other team members to further project development
- Research
  - Moderated focus groups with pediatric populations
  - Transcribed focus group discussions
  - Assisted in data collection for various ongoing studies
- Marketing
  - Managed all lab social media channels across 5 platforms
  - Created a quarterly newsletter providing updates from across the lab
  - Managed and updated lab website with new features, news, and publications

Systems Designer | UI/UX Designer | Research Assistant

Play4REAL XR Lab, Yale Center for Health and Medicine | Jan 2021 - Aug 2021

Ad-Tacker is an educational AR game focused on teaching the effects of advertising on consumers, made for use in Middle Schools in the US.

- Created UI design and mockups for testing.
- **Designed** scoring and reward systems to incentivize game progression and replayability.
- Miscellaneous programming and design tasks with other members of dev team.
- **Documented** development process in a regularly updated design document and Trello page.

Marketer | Graphic Designer

Rigsby Search Group, LLC | Jun 2019 - September 2022

- Created company graphics, mass emails, news articles, holiday announcements, and LinkedIn visuals.

UNIVERSITY GAME PROJECTS

CLICK PINK LINKS TO VIEW

Pandemonium - Team Lead | Design Lead | Level Designer | Programmer

Sep 2021 - May 2022

3D third-person shooter focused on physics interactions and environmental destruction.

- Created all levels for project from testing to publishing.
- **Designed** weapon and enemy combat behaviors and coordinated with programmer to implement them.
- Documented development and managed project Trello.
- Conducted seven **QA playtests** across development cycle.
- **Communicated** between art and programming personnel to keep team working efficiently and cooperatively.