

Joshua Crabb

Game Designer

Final Year Game Design and Programming Student
Achieving a first class at the University of Staffordshire

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RELEVANT EMPLOYMENT HISTORY

Intern Game Designer, EA Codemasters, Birmingham [12 Month Placement]

F125 (July 2024 - July 2025)

Responsibilities

- Designing and authoring the content for the Podium Pass and Item Store
- Balancing and implementing the facility improvements within My Team 2.0
- Implementing secondary narrative elements in the Story Mode, Braking Point 3.
- Approaching issues with a strong problem-solving mindset, using in-house debugging software and iteration skills.
- Creating and maintaining a Game Design Document using a speculative structure.
- Included in company meetings to communicate design plans, actively listen to ideas and bring my own ideas to the table. Joined scrums to discuss time management and confirm the completion of tasks.
- Using Figma to create interactive diagrams and wireframes.
- Playtesting the game in multiple areas.

Achievement: Achieved my first game credit. ([Joshua Crabb - MobyGames](#))

Programming Intern, University of Staffordshire (1UP Scheme)

Mental Block and MechHead (Summer 2023)

Responsibilities

- Designed and Implemented the UI with areas of both Mental Block and MechHead.
- Collaborating and communicating within a team environment including the implementation of features created by design, art and programming teams.
- Working inside Unreal Engine 5 confidently using Blueprints to prototype mechanics, gameplay systems, level events and UI Widgets. Structuring blueprints to be reusable and reduce duplication.
- Used Trello to check that all work was completed to a professional standard.

Achievement: MechHead was awarded a TIGA Game award for Best Arcade Game. Mental Block was shortlisted for a TIGA Game award for Best Puzzle Game.

PROJECTS

Project Breakers – Vertical Slice [Genre: Racing, Project Type: Solo, Project Role: Technical Designer, Software: Unreal 5/Github/Figma] (https://www.youtube.com/watch?v=iMEJ_XBXdu8)

Project Gameboy – Final Year Project [Genre: Puzzle, Project Type: Solo, Project Role: Game Designer, Software: Unreal 5/GitHub/Figma] ([Project Gameboy | Joshua Crabb](#))

Night City – Team Fortress 2 Mod [Game: Team Fortress 2, Project Type: Solo, Project Role: Level Designer, Software: Hammer/Figma] ([Night City | Joshua Crabb](#))

Ember – Game Jam [Genre: Platformer, Project Type: Team, Project Role: Technical Designer, Software: Unreal 4/Github] (<https://youtu.be/mGXDTa2EiOA>)

REFERENCES AVAILABALE ON REQUEST