

# Joel Ponzio

## Level Designer

[joel@idesign.games](mailto:joel@idesign.games)

[www.idesign.games](http://www.idesign.games) Vancouver, Canada

[linkedin.com/in/joelponzio](https://linkedin.com/in/joelponzio)

### Education

- VFS Game Design** Jan 2016  
Dec 2016
- 2-years-in-one program in Vancouver
  - Focus on game design, art and code for games
  - Industry focused environment, where students work on various solo and team projects, taught and mentored by industry veterans

### Focus

- Unreal development
- Problem solving methodologies
- Rapid prototyping
- Optimization and planning

### Software

- Unreal Engine 4 ☐☐☐☐
- Premiere Pro ☐☐☐
- Photoshop ☐☐
- Audition ☐☐
- Sketchup ☐

### Passions

- RPG, FPS and strategic games, such as the Mass Effect, Battlefield and Total War series
- The sea and water sports, especially freediving
- Traveling: new places and cultures always inspire me

### Work Experience

- Level Design Instructor** May 2017  
Vancouver Film School Current
- Level Design theory
  - Implementation in engine (UE4)
  - Blueprints Visual Scripting
  - Implementing games that students deconstruct to refine their skills

- Game Designer** Mar 2017  
Immersive Tech May 2017

- Designing escape rooms for international clients, working in a team-based environment
- Creating layouts, animated sequences and small videogames in Unreal 4

- Senior Software Developer** May 2005  
La Cossira Tour Operator Nov 2015

- Designing, creating and maintaining dynamic websites
- Synchronizing online applications with desktop ones, using self-made XML-based web services
- Working with technologies such as PHP, MySQL, JavaScript, XML, HTML, CSS, etc.

### Games

- BLOCK** Aug 2016  
Dec 2016
- Puzzle/platform game made in Unreal 4, ported to Oculus Rift for VFS to demo it to Epic Games at GDC 2017*
- Design, art and code, using blueprints and tools such as the Level Sequencer, the Cascade Particle System, etc.