

Joel Ponzio

Level Designer

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Education

Vancouver Film School

- Diploma 01/2016 – 12/2016
with honors in Game Design
- Cinematics Award winner

Games

BLOCK 08/2016 – 12/2016

- Puzzle/platform made in UE4
- Design, art and scripting
- Demoed to Epic Games at the GDC 2017
- First VFS game to ever be selected for an Unreal Engine Student Reel

Passions

- Avid player of competitive shooters including Apex Legends and Battlefield 5
- Former National TDM Champion of Call of Duty
- Devoted fan of RPGs and strategy series such as Mass Effect and Total War

Software Experience

- Photoshop, MS Excel 15+ yrs.
- Premiere Pro 6 yrs.
- Unreal Engine 4, Maya, MS Visio, SketchUp 4 yrs.
- Perforce 3 yrs.

Work Experience

Level Design Instructor

Vancouver Film School 05/2017 – Current

- Teach, create and develop further the Level Design curriculum, which trains students to:
 - o Design maps considering metrics, requirements, and scope
 - o Paper prototype to support fast iteration through rational design
 - o Block out levels and script missions in UE4
 - o Play test, analyze feedback and quickly iterate to improve players' experience
 - o Understand level art and lighting to improve their collaboration with other disciplines
- Mentor students during their final game project
 - o Guided over 70 teams to define requirements, workflow and creative vision for their games
 - o Act as Lead Level Designer, setting up project milestones and weekly reviews
- 2018 Accolade for Excellence in Teaching

Freelance Designer/UE4 Dev

Ziva Dynamics 03/2018 – Current

- Designed and implemented an environment to showcase their virtual humans at the Intel® AI DevCon 2018

Game Designer

Immersive Tech 03/2017 – 05/2017

- Game and Level Design for escape rooms

Sr. Software Developer

La Cossira 05/2005 – 11/2015

- Developed websites using languages such as: PHP, SQL, JavaScript, HTML, CSS, etc.
- Implemented XML web services