

# Joseph Apicella

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## OBJECTIVE

Join an innovative company where I can apply my design / technical skills, problem solving ability, and experience in a collaborative team environment to make a productive contribution to the company's success and help create a positive user experience

## EDUCATION

Champlain College – Bachelor of Science, Game Design 2020 – 3.5 GPA  
Awarded Champlain Innovation Scholarships and Academic Scholarships

## EXPERIENCE

### QV Tester - Call of Duty: Vanguard

Manpower Group contractor for Activision – Austin, TX

07/2021 – Present

- Provided quality verification throughout cooperative, single-player, and multiplayer gamemodes
- Worked closely with development discipline leads to investigate issues and fulfill QARs
- Coordinated group tests and organized feedback from Public Beta playtests
- Tested on Console and PC platforms

### Generalist Game Artist and Level Designer - Snowball Showdown

VCB LLC – Burlington, VT

05/2019 – 11/2019

- Modeled, rigged and animated characters within an original VR game
- Optimized art assets / game visuals to perform within the Oculus Quest's stringent technical limitations
- Created assets, made particle effects, and modified shaders to improve visual game components
- Constructed optimized QA Test Plan; completed data analysis to improve player experience

### Team Game Development

Champlain College – Burlington, VT

08/2016 – 05/2020

- Worked with and led interdisciplinary teams to complete game design projects under tight timelines
- Utilized Agile development as well as LiveOps for rapid game delivery and continuous game enhancement without game play interruption
- Employed innovative creativity, strong organization, and initiative to develop games for PC, VR, Mobile, and Tabletop
- Documented Visual Design – incorporated advanced visual elements into product documentation to facilitate comprehension

## LEADERSHIP SKILLS

- **Product Owner/Lead Designer** – Yggdrasil (PC game) – Facilitated meetings, incorporated diverse opinions in collaborative environment, managed product development and QA testing, delivered product for peer review
- **Lead Systems Designer** – Wanderlust (Mobile game) Established game play pillars, managed design team to ensure cohesive design elements which also remained within game parameters, provided direction and constructive feedback ensuring quality output, met tight design production deadlines
- **President Unionville Tabletop Role Playing Game Club** – Obtained funding, promoted club, recruited members, and scheduled and organized meetings. Created intriguing campaign scenarios for multiple Game Master and player groups, trained novice Game Masters in improvisation skills, incorporated and organized session feedback to improve future game play and retain player engagement

## TECHNICAL EXPERIENCE 4+ Years

**Unreal Engine:** Blueprint scripting, networking, animation

**Unity:** C# scripting, particle systems, art optimization

**Blender:** Rigging, animation, Painterly Texturing

**Maya:** Character modeling, organic modeling, UV unwrapping

**Agile Development:** Iterative development process, adaptive planning, collaborative attitude, flexibility to change

**Adobe Suite:** InDesign, Illustrator, Photoshop

**Excel/Google Sheets:** Analyze/manipulate large data sets

**Jira:** Navigating complex databases, following diverse formatting, and ensuring information organization