Joel Kincaid

SYSTEMS DESIGNER

CONTACT

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EXPERIENCE

Sledgehammer Games — *Systems Designer*

2016 - CURRENT

Call of Duty: WWII - *Multiplayer first person shooter*

- Conceptualized, pitched, and iterated on designs for player abilities, bringing some fresh ideas to a long-running franchise
- Built out new gameplay features and revised existing systems using a robust, in-house scripting language
- Worked on multi-disciplinary strike teams to polish gameplay for public demos and release day
- Managed data for the game's monetization system during the live season, tuning it based on analytics and community sentiment

Florida Interactive Entertainment Academy — *Project Lead*

2014 - 2015

Life Unfolds - *Emotional life simulation game about growing up and learning skills from loved ones*

- Organized team of 12 around a difficult creative vision and ensured the game always embodied its charming, relatable tone
- Designed and scripted a communication AI that converses with the player through emoticons
- Organized 5 playtests and used survey answers & metrics results to tune and redesign gameplay systems, tutorials, and world design

1st Playable Productions — *Programming Intern*

2012 - 2013

Leappad Ultra Pets Game - *Preloaded minigames on Leappad Ultra devices*

- Programmed gameplay systems for a hang-gliding mini-game, a math mini-game, and a chat application

Rochester Institute of Technology — *Game Designer*

2010 - 2011

Conservation Guild Mod - *Educational mod of The Elder Scrolls IV for teaching artifact conservation techniques*

- Designed quests that integrate educational material about conservation techniques into traditional RPG gameplay

SKILLS

Design

- Design Documents
- Pitching
- Rapid Prototyping
- Playtesting

Technical

- Programming (C++, C#)
- Game Engines (Unreal, Unity)
- Visual Scripting

Tools

- Excel
- JIRA
- Confluence
- Perforce

EDUCATION

M.S. in Interactive Entertainment (2015)
University of Central Florida
FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY

B.S. in Game Design & 2Development (2013)
Rochester Institute of Technology
MINOR IN CREATIVE WRITING

MISC

Eagle Scout