

Joel Waite

joelwaite20@gmail.com

(360) 831-7291

joelwaite.com

linkedin.com/in/joel-waite/

Game Designer

Technical Skills:

Gameplay Systems & Mechanics Design, Narrative Design, Game Design Documentation, Rapid Prototyping & Iteration, AI Assisted Programming

Software Skills:

Unity, Unreal Engine, Gamemaker Studio, C#, JavaScript, Git, Unity Version Control, Perforce, Maya, Illustrator, After Effects, Photoshop

Projects:

Fireflies – Vertical Slice (Jan. - May 2026)

dtc-wsuv.org/projects/fireflies

A vertical slice of a 3D stealth puzzle-action adventure game set within a single section of a whimsical, dark cavern environment where light is both a tool and a risk.

- Designed key gameplay mechanics
- Wrote for and edited the game design document
- Built crucial gameplay features in Unreal Engine

Roguelike RTS – Game (May 2025 - May 2026)

dtc-wsuv.org/tmattole24/InteractiveGDD

A rogue-like real time strategy game built from scratch in Unity.

- Collaborated on core gameplay design, combining the RTS and roguelike genres
- Implemented game features like enemy AI, fog of war, and procedural map generation
- Maintained documentation of C# scripts for smooth collaboration

Tech Support – Interactive Narrative (May 2025)

dtc-wsuv.org/jwaite24/final477

An interactive narrative experience taking place within a virtual desktop environment.

- Designed narrative structure and gameplay
- Wrote dialog and story content
- Built from scratch with HTML, CSS, and Javascript
- Programmed visuals and gameplay in JavaScript, utilizing AI assistance

Education

Washington State University Vancouver, May 2026

Bachelor of Arts in Digital Technology & Culture

Minor in Psychology and Game Design Certificate