

JOSHUA COOK | GAME SCRIPTER & DESIGNER

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SKILLS

- Combat Gameplay and Enemy AI
 - Console and mobile game design
 - Level editing and scripting
 - Writing technical documentation and narrative content
 - Menu workflow and HUD design
 - Training and supporting clients and team members
 - Web and mobile app development experience
 - Writing and prototyping new product proposals
 - Experience across multiple genres: action, puzzle, platforming, shooters, racing, family, and casual
 - Proficient in Unreal Engine and other game & software development tools and engines
 - Experience in related tools like Office, Photoshop, Illustrator, and 3D modeling applications
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GAME INDUSTRY EXPERIENCE

Gearbox Software – Frisco, Texas

04/2015 – Current

Combat Designer

Overview: Working on the “Creature Team,” designing the AI for indigenous creatures, enemy combatants, and multi-player boss fights.

Accomplishments:

- Owned the Guardian Army in *Battleborn*, which included enemy variants and four boss fights in multiplayer narrative missions, as well as various other enemy variants. Worked on the live team to design additional enemies for DLC, including the Demon Bear boss fight (released in February 2017).

Worked on: *Battleborn* (Xbox One, PlayStation 4, PC), *Unannounced Borderlands Title*

Terminal Reality – Lewisville, Texas

08/2003 – 12/2013

Game Designer & Scripter

Overview: Worked in multiple design positions including Level Design, Scripting, Systems Design, and Product Development. Worked closely with art, sound, and animation departments. Wrote new product proposals.

Accomplishments:

- Designed the Library and Museum missions in *Ghostbusters: The Video Game*, mixing ghost capture gameplay, unique boss fights, physics puzzles, scares, and narrative moments.
- Led the Podracing team on Star Wars Kinect. Built challenging tracks and combative AI personalities. Championed memorable “Star Wars” moments such as a giant boss with tentacles built into the course.
- Core member of cinematics team: wrote dialog, created pre-vis sequences, scripted audio events, added props & effects, imported Maya scenes from animators and worked with them to finalize the sequences.

Worked on: *Ghostbusters: The Video Game* (Xbox 360, PlayStation 3, PC), *Kinect Star Wars* (Xbox 360), *The Walking Dead: Survival Instinct* (Wii U, Xbox 360, PlayStation 3, PC), *Wordium* (iOS, Android)

Quality Assurance Test Lead

Overview: Began as Contract Tester and advanced to Test Lead. Managed test teams and created test plans for console titles. Administered certification requirement test. Implemented and customized bug tracking database. Between testing cycles, designed company website and internal web tools.

Worked on: *BloodRayne 2* (Xbox, PlayStation 2, PC), *Aeon Flux* (Xbox, PlayStation 2, PC), *Spy Hunter: Nowhere to Run* (Xbox, PlayStation 2), and additional rapid-development titles

OTHER EXPERIENCE

Tectonica Studios – Buenos Aires, Argentina

04/2014 – 04/2015

Client Relations and Certified NationBuilder Expert

Overview: Trained clients to use custom web and community building tools in NationBuilder and WordPress/MailChimp. Wrote documentation and provided support for ongoing technical issues and social media/communication strategies. Took on Project Management and IT roles as needed.