

joan adams

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published work

Realm Defense (Live-Ops) – Android & iOS 2019 - 2023

Free-to-play Tower Defense and Hero Collector for mobile with 300+ levels, 20+ heroes, a weekly tournament, and regular events.

Tori – Steam & itch.io Apr. 19, 2018

Fly as a bird through a mystical land interacting with stories of Shintoism and spirits of sound to bring life to the floating islands of Otokai.

Jam Games & Personal Projects – itch.io

- *Stretch B4U Race* (2021): online multiplayer 3D platformer foot tag
- *shoeguys* (2018): infinite walker about the inevitability of ruined shoes
- *Lacking Depth* (2017): escaping an impressionist painting by platforming
- *window* (2016): interactive fiction about perspective during a breakup
- *TwoHundredSeventyThree* (2015): interactive fiction inspired by 4'33"

relevant work experience

Babeltime Inc. – Berkeley, CA Mar. 2019 – Mar. 2023

Senior Game Designer

- Designed and scripted levels, heroes, enemies, bosses, and meta systems for live-ops of a free-to-play Tower Defense game with ~80K DAU.
- Balanced and expanded an existing roster of over 20 heroes to correctly scale from new player onboarding to ever-expanding, high level, competitive gameplay.
- Documented the game's code base and developed tools for procedural content creation.
- Communicated with veteran players and managed a public Discord server to better identify/understand the needs of our audience and test our designs before releasing them.
- Rapidly prototyped and provided design critique for unreleased IP and game systems targeted at the synchronous-competitive multiplayer mobile market.
- Worked with external partners to expand our existing IP and onboard new players into each parties' existing ecosystem of products.

A.B.O. Comix – Oakland, CA Oct. 2021 – Nov. 2022

Collective Member

- Assisted in selling books, arts, and handicrafts created by the collective's currently incarcerated artists at local community events for funds that are then sent directly back to the artist's commissary accounts or family members.
- Acted as on-the-ground event support for vendors and staff during the collective's own fundraising events and gallery openings.
- Provided technical assistance in the cataloging of contributors' art and letters as well as with podcast production to showcase the work of incarcerated queer and trans artists.

Smash at IUB – Bloomington, IN Sep. 2016 – Jul. 2018

Broadcasting Developer, Tournament Organizing Staff

- Programmed tools for use during live-streams of both local and larger, international tournaments.
- Assisted in design critiques and development of brand materials for S@IUB events.
- Commentated, organized/ran live-streams, and handled invited talent on event days.

Team Tori, LLC – Bloomington, IN

Sep. 2016 – Apr. 2018

Designer, Team Lead

- Led a team of 7 in the development of a 3D flight and reactive-sound exploration game built in Unity.
- Scripted the behavior of game objects in C# while leveraging FMod for audio integration.
- Collaborated with external partners for localization, trailer creation, and play-testing.
- Created builds and product listings, submitted to festivals, and distributed keys to influencers & media outlets prior to launch.

Indiana University Media School – Bloomington, IN

Jun. 2016 – Jul. 2018

Game Development Camp Counselor

- Taught Unreal Engine 4 and Construct 3 to groups of 30+ children aged 13 – 17.
- Solved problems that campers encountered while developing their games.

Senior Game Lab Monitor

Aug. 2016 – May 2018

- Install and maintain game development hardware and software.
- Check in/out game development tools (ex: controllers, tablets, and VR Headsets) to students.

UITS Assistive Technology and Accessibility Center – Bloomington, IN

Jul. 2015 – Aug. 2016

Accessibility Editor

- Formatted class materials to be accessible for students with blindness or low vision.
- Collaborated to develop training materials for new Accessibility Editors.

technical skills

Languages: Lua, C#, Apps Script, JavaScript, HTML, CSS, Java, Python, Racket, Scheme

Game Engines: Unity, Unreal Engine 4, Construct 3, GameMaker

Graphic Design: Affinity V1 & V2, Figma, Adobe Creative Cloud

Misc. Tools: Google Workspace, Git, Asana, Trello, Microsoft Office

education

Indiana University - Bloomington, IN

Graduated May 2018

Bachelor of Science in Game Design

- GPA: 4.000 (Major), 3.810 (Cumulative)

Bachelor of Arts in Cognitive Science

- Concentration: Computation
- GPA: 3.932 (Major)

Honors: High Distinction, Phi Beta Kappa, Founders Scholar, Dean's List (7 Semesters)