

Joshua Forchheimer

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Professional Experience

Capture Point Stone - Burlington, VT 2019-present

Founding Member, Lead Tech Designer, & Lead Audio Designer

- Built tools to record and track players' behaviors in the game to assess design success.
- Collaborated with other designers, programmers, and QA to efficiently iterate based on feedback.
- Scripted dynamic audio behaviors to react to the player.
- Produced all the original in-game music and SFX.

Popular Beat Combo - Burlington, VT 2019-present

Intern

- Composed music and created SFX.
- Categorized and organized audio files.
- Maintained audio equipment.

Projects

Box Voyage (2019-2020) - Lead Audio Designer, Tech Designer, & Systems Designer (13 team members)

- 3D Puzzle-Lite Adventure game inspired by analogue pocket toys made in **Unity3D**. designed and **prototyped** puzzles, provided **full service audio**, built a tool to record, upload, and **map player's behavior**, and programmed **dynamic audio behaviors**.

Reboot (2019) - Lead Designer & Lead Audio Designer (11 team members)

- A colorful 3D platformer on roller skates made in **Unity3D**. Designed and **iterated** on the **movement system**, produced all SFX in-game, and designed and **programmed a dynamic music system** where stems varied based on a player's speed.

Education

Bachelor of Science in Game Design, Champlain College, Burlington, VT - 2020

- Courses: Capstone: Game Development, Advanced Seminar: Game Design, Advanced Projects in Sonic Arts.
- Champlain College Study Abroad, Montreal Canada, 2018. Studied in classes led by industry game developers.

Skills

- Unity3D, C#, Github, Visual Studio, Ableton, Photoshop, Illustrator, Maya, Blender, Unreal

Production Strengths

- Adept in efficiently developing prototypes to convey concepts to teammates and clients.
- Knowledgeable in theories of design, music, programming, and art/animation.
- Experienced in collaborating with other disciplines.
- Skilled in rapid prototyping, testing, and iterating on systems, tools, and features.

Achievements & Other Skills

- Eagle Scout, Parkour/Freerunning Instructor, Jazz Guitar, Music Theory, Basic Spanish.