


JOSEPH MACKLE

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PERSONAL PROFILE

Graduate in Game Design and Production at Abertay University, I am eagerly pursuing a career within the Games Industry in a Game Design, QA, or UX/UI role. My skillset encompasses strong communication, critical thinking, project management, problem-solving, attention to detail, and a developed sense of determination and resilience through collaborative project work. Throughout my degree and external projects, I have honed my teamwork and innovation skills. My passion for the games industry is unwavering, and I consistently strive for excellence in my university projects, with one of my professional projects being recognized as an exemplar of best practice for other students.



EDUCATION

BA (Hons) Game Design & Production | Abertay University

2019 – 2023

- Qualified with an Upper Second-Class Honours (2:1) / 3.45 GPA.

Level 3 Games, Animation & VFX Skills | Southern Regional College

2017 – 2019

- Awarded a Distinction (A*) in AIM Awards Level 3 Extended Diploma.

Lismore Comprehensive School | High School

2012 – 2017

Obtained my GCSEs and additional qualifications in Engineering Services, Technology and Innovation, Design and Creativity.

Certificates | Personal

2021 – 2022

- Responsive Web Design. (300 Hours)
- Intro to Web Development with HTML and CSS. (2 Hours)
- Build a Web Page with HTML, CSS, JavaScript from Scratch. (3.5 Hours)



SKILLS

- Game Design
- User Research
- User Experience
- Accessibility Design
- Communication
- Teamworking
- Problem Solving
- Analytical Mindset
- Prototyping
- Test Planning
- Documentation
- Resilience and Creative



SOFTWARE

- Figma
- Adobe XD
- Unity (C#)
- Photoshop
- MS Suite / G Suite
- Jira / Trello / Notion
- Bugzilla
- Git / GitHub
- VS Code/Studio



EXPERIENCE

Educational Experience Design | [Honours Student Project](#)

SEPT 2023 – MAY 2023

Educational Experience Design with a focus on river preservation, solo developed design/research project over 2 semesters.

- **User Researcher:** Researching existing games/experience within the educational space. Conducting analyses on the users and formulating personas. Linking my analyses to my research such as gamification and learning theories to better improve the user's experience.
- **User Experience Designer:** Research existing UX trends within the educational game/experience space. Developed colour palettes and typography to better improve the user experience through readability and accessibility. Creating user flows in Figma based on my learning theory and conducting tests to discover what worked and what did not. Developing low/high fidelity mockups based on my findings and finally implemented it into Unity Engine.
- **User Interface Designer:** Research existing UI trends to accompany the UX. Developed the UI in Figma and Adobe XD to test and visualize the outcome. Experimented with various layouts and designs to achieve the user-goal.

Origins of the Laoich | [Professional Student Project](#)

JAN 2022 – MAY 2022

Player vs AI Digital Card Game, developed by a team of 6 over 5 months.

- **Producer:** I managed the Jira for this project, creating and updating all tasks. I also managed the team/client meetings and was responsible for allocating key tasks and outputs to project team members. Responsible for planning and allocating activities for all the Team Sprint aspects of the project.
- **Designer:** I Designed the core gameplay, User Experience and User Interface implementation. I designed a multitude of card abilities.
- **Quality Assurance:** I managed the Bugzilla for the team's bug reports, communicated with the 1st year testers, and coordinated priority tasks. Experience gained in beta testing and early access releases as well as identifying any issues in the game build.
- **Audio Design:** I Designed and implemented multiple audio elements within the game.

Whispers of Home | [AGDS Halloween Game Jam](#)

48 HOURS – OCT 2022

First-person Horror Game. Developed by a team of 6 over 48 hours.

- **Designer:** I helped Design the core gameplay mechanics for this project as well as plan the UX/UI in this project.
- **Social Manager:** Managed the Itch.io page for this project.

Tree Tapper | [Green Game Jam 2019](#)

48 HOURS – NOV 2019

Idle Clicker Game, Developed by a team of 6, Majority 1st Years. This project was part of the Ukie Green Game Jam.

- **Designer:** Designed the core theme and gameplay mechanics for this project.
- **Social Manager:** Managed the Twitter and Itch.io page for this project.



COMMENTS

Comment from Lecturer: *"We are adding to our library of exemplar student work for DES310 and would like to include your portfolio submission"*