

## CONTACT INFO

### E-MAIL

*josef.abuaisheh@gmail.com*

### ADDRESS

*Adolf-Heyden-Str.5  
12555 - Berlin, Germany*

### PHONE

*+49 (0) 173 - 811 42 73*

## SKILLS

### ENGINES

*Unreal Engine 4 (Blueprint)  
Unity (C#)*

### PROCEDURAL TOOLS

*World Machine  
Substance Designer*

### ADOBE

*Photoshop, Premiere,  
After Effects*

### 3D BASICS

*Blender, 3DS Max, Maya*

### SCULPTING

*Mudbox*

### AUDIO EDITORS

*Cubase, Logic, Pro Tools*

### AREAS OF EXPERTISE

*Level Design  
Feature Design  
Level Art  
Technical Level Design*

### SOFT SKILLS

*Communication  
Learning  
Problem Solving  
Leadership  
Presentation  
Research*

## LANGUAGES

### GERMAN

*Mother Tongue*

### ENGLISH

*Advanced*

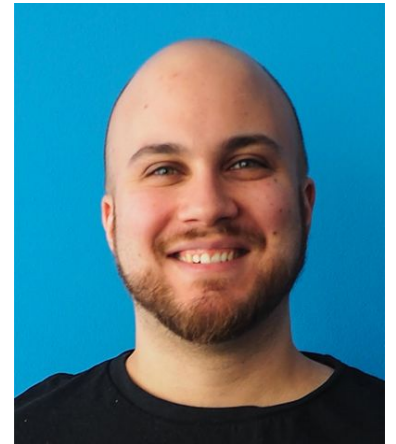
### ARABIC

*Intermediate*

# JOSEF ABU AISHEH

GAME DESIGN GENERALIST

*Date of Birth 05/24/1987*



Knowledge-driven Game Design Generalist with a decade of experience in games, television and music entertainment is looking for a new challenge and a new team in the industry.

### Experience

#### Aeria Games GmbH

Mainz, Germany

09/2020 - 02/2021

#### Technical Game Designer MMORPG - PC

- Designing and Integrating a Halloween Event Map for an established MMORPG
- Co-Designing, Integrating and Balancing a major content update for an established MMORPG
- Developing Technical strategies for version control of a major content update
- Designing and Scheduling a World Boss Fight
- Documenting tools and features and creating new workflows (automation)
- Communicating between departments and scheduling feature developments
- Quest Design
- Internally Co-Educating Game Theory (Worldbuilding, Systemic Game Design, Level Design, Narrative Design)

#### Indie Game Dev

Mainz, Germany

04/2019 - 08/2020

#### Self-employed Project Lead + Consulting Work for other Companies - UE4

- Solo Development UE4
- Management
- Consulting other teams with Gameplay Design, Development Workflows, Art Direction



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## Experience

**Ubisoft Blue Byte**  
Mainz, Germany  
04/2017 - 04/2019

### Junior Level Artist | Content Designer "ANNO 1800" - PC

- Worked from concept to polish on a third of all playable islands
- Improved overall visual quality of islands
- Helped define overall artstyle of biomes
- Designed and implemented about a hundred optional quests

#### OTHER JOBS

- Helped public relations by creating a Level Design related challenge for the community
- researched and documented workflows on how to best create rivers, beaches, and lakes
- assisted marketing with editor related tasks
- researched and communicated other technologies to the art director and helped improve overall graphical quality

**Timeshifter Interactive**  
Berlin, Germany  
09/2015 - 08/2016

### Project Lead | Technical Level Designer "Replaced" in UE4 - PC

- Project Management
- Art Direction
- Sound Direction
- Documentation LDD, NDD, TDD
- Blueprinted gameplay, Level Design Tools and a Soundsystem
- Level Design | Level Art for 2h of gameplay
- Responsible for Focus Tests
- Narrative Design
- Animation

#### OTHER JOBS

- Designed Gamescom Demo
- Redesigned Corporate Identity
- Created Gamescom Trailer
- Presented the game on stage at Gamescom
- Business Relations

## Education

**S4G - School for Games**  
Berlin, Germany  
2014-2016

**S4G Diploma**  
Game Development | Level Design

**Deutsche Pop**  
Munich, Germany  
2006-2009

**Deutsche Pop Diploma**  
Music Production | Music Management  
**Deutsche Pop Certificates**  
Project Management | Composing |  
Audio Engineering

