

JOSEPH ALLINSON

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[Portfolio - https://allinsonjoseph.wixsite.com/website](https://allinsonjoseph.wixsite.com/website)

Hey there, I'm Joe. I'm eagerly looking to get into industry, and apply the skills and knowledge acquired over the last 5 years to make awesome games. I'm a gamer at heart and I understand detailed aspects about game design, but focus more on level design.

EDUCATION

SEPT 2019 – May 2021

Darlington College

**Level 3 Extended Diploma in Creative Media Production
(An Epic Games Partnered Course)**

First year Diploma **Merit**

Extended Diploma **Distinction**

SEPT 2021 – May 2024 Teesside University

**BA (HONS) Computer Games Design
Second class – First division**

Award Achieved
Classification

**BACHELOR OF ARTS IN COMPUTER GAMES DESIGN
Second Class Honours Division One (2:1)**

Technical skills & experience

Level design & technical experience - 2D (both top down and side scroller), 3D (FPS and open adventure). Creating basic blueprints for characters and levels such as player movement, moving objects in game and enemy spawns.

Unreal engine 5+ years - Technical and level design experience

Photoshop - 2D pixel art and stop motion animation.

3DS Max & Substance Painter - Making simple low poly models and adding simple textures.

Personal skills

- **Teamwork**
- **Communication**
- **Problem solving**
- **Work ethic**
- **Efficiency**

INDUSTRY EXPERIENCE

Level Design Internship at Dink - dinkdevs.com |

Being a graduate of Teesside University, I had the opportunity to be a part of their graduate internship scheme. Through this I got an interview with Dink, and managed to get a level design internship position with them. The position was full time (37 hours a week for 10 weeks) starting 04/02/25.

I worked on multiple unannounced internal projects, but am under NDA and not at liberty to discuss.

PROJECT HIGHLIGHTS

The Plaza (2024 Completed Project)

The Plaza was my university final year project focusing on level design. The aim of the project was to create a blockout for a POI in an existing game (Apex Legends) using tools inside Unreal Engine. I was able to fully focus on level design, using skills learned at university. I also got chosen to showcase my project to games design corporate business at ExpoTees 2024.

Link to portfolio showcase – [The Plaza](#)

Tunic Corrupted (2023 Completed Project)

This project was my first big group project working as part of a team of 18 people with a mix of disciplines including animators, programmers, designers and artists tasked with reskinning an existing game (Tunic). I loved this project because I got to work as part of a big team creating ideas, offering & receiving positive feedback via regular team meetings, as well as working on level design in a team environment.

Link to portfolio showcase – [Tunic Corrupted](#)

ABOUT ME;

Social Media & Gaming

I have always had a passion for gaming and have always wanted to share with other people. I have my own social media accounts where I share my gameplay and montages etc. to show off my skills. I have competed in Overwatch tournaments in the UK, for national games organizers www.belong.gg and have also competed as a key team member in university league tournaments (NUEL & NSE).

Motorbikes

I have been brought up around motorbikes all my life. I ride a road motorcycle, have competed in local and national off-road events, and assisted in marshalling.

Employment outside of the games industry

Whilst progressing employment opportunities I have worked as a part time greens keeper at a local golf course www.catterickgolfclub.co.uk. The job includes working as part of a team, given tasks to complete on a daily/weekly basis, keeping the course functional, tidy, and safe to comply with England Golf requirements. I also currently work part time as bar/waiting staff in the clubhouse of the same golf course.

I have been complimented on my work ethic, punctuality, social skills and my attitude whilst working there.

REFERENCES

Available on request