

# Joe Sujin

Game Designer

I Design, Make, and Play Games. Following the fun with intuition and player feedback is my recipe for great game design.

---

## Work Experience

### Senior Game Designer

Playshifu (2021 - Present)

I was responsible for designing and implementing full-fledged games which included maintaining a document for levels, feature ideations, and presenting new features to the team. I was also given a senior role in mentoring interns in level design and game design challenges.

### Game UX Design Intern

GetMega Games (6 months)

I redesigned game flow and UX features for existing games to improve usability enhancing gameplay.

### Graphic Designer

Xtracut Digital Marketing (6 months)

As a part of the creative team, my role included creating daily posts, illustrations, and brochures.

---

## Recognitions

### DJLoopman - Winner

Student game of the year  
IGDC2020

Talk at **PCD2020** titled  
“Processing Interactions”

Explorations on creating new player  
Interactions with large touch screens and Motion capture.

---

## Education

### M.Des. 2018-2021

Digital Game Design  
National Institute of Design

### B.E. 2011-2015

Mechatronics Engineering  
Paavai Engineering College  
Anna University Chennai



✉ [joesujin@gmail.com](mailto:joesujin@gmail.com)

🌐 [joesujin.com](http://joesujin.com)

☎ +91 8015339737

## Skills

Game mechanics  
Level Design  
Prototyping  
Gameplay Research  
Game Analysis  
Narrative Design  
User study

## Tools

Unity  
Blender  
p5  
Processing  
Illustrator  
Photoshop  
Arduino  
HTML, CSS