

JOE WEINHOFFER

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SUMMARY

Professional game designer skilled at creating engaging gameplay systems with innovative mechanics and simple interfaces. Diligent, passionate, positive, and thorough. Great communicator and collaborator across all disciplines.

EXPERIENCE

Firaxis Games Dec 2014 - Present

XCOM 2: War of the Chosen, Gameplay Designer & Engineer Aug 2017

- Owned multiple features including Templar hero soldier class, Covert Operations, Resistance Orders, and reactive VO
- Advised engineering, UI, and content teams on design specifications for core gameplay systems

XCOM 2 DLC, Gameplay Designer & Engineer Jun 2016

- Acted as design owner and team point-of-contact for Alien Hunters DLC while adding, iterating, and balancing gameplay features

XCOM 2, Gameplay Engineer Feb 2016

- Implemented strategy layer systems for facilities, staff slots, equipment upgrades, narrative objectives, tech tree, and more
- Assisted in overall design, gameplay iteration, playtesting, and balance

US Army Aberdeen Test Center, Computer Scientist Jul 2012 – Nov 2014

- Designed, implemented, and maintained 2D and 3D applications for visualizing data collected in Army vehicle and weapon tests, including a Unity project to replay vehicle events in a representative 3D environment with data-driven, intuitive UI

Electronic Arts Tiburon, Software Engineering Intern Jun – Aug 2010

- Created an application for game teams to match error reports from live game services with associated telemetry logs

PROJECTS

FavMount, World of Warcraft Add-On Aug 2014

- Wrote LUA API and created XML UI to select, save, and activate a random favorite riding mount from a group

Cooking Kinecton, Master's Degree Capstone Project May 2012

- Led 5-person team in design and development of a Kinect-controlled, fitness focused cooking game prototype in Unity

EDUCATION

University of Pennsylvania Sep 2007 – May 2012

Computer Graphics and Game Technology, MSE May 2012

Computer Science, BSE May 2011

- Magna Cum Laude with minors in Mathematics & Classical Studies
- Additional coursework in Digital Design, 3D Modeling, Animation, Drawing, Mythology, and Ancient History

SKILLS

- Fluent in C++. Proficient in JavaScript (Unreal Script), C# (Unity), Python, and Java. Familiar with Lua, C, and SQL.
- Developing in Unreal Engine 4, Unreal Engine 3, and Unity game engines
- Iterating rapidly and remaining flexible in any production environment
- Promoting games and engaging with the community through social media, interviews, and livestreams
- Writing and maintaining detailed design documentation
- Performing in community theater productions such as *A Few Good Men*, *The Music Man*, *Oklahoma!*, and *The Producers*