

Josiah Colborn [www.aokcreations.com](http://www.aokcreations.com) (206)330-6185 [josiah@aokcreations.com](mailto:josiah@aokcreations.com)

*I provide compelling design for game projects and teams using the following strengths:*

- Systems design for progression, economy and social play
  - Content-design including narrative, abilities, itemization and level design
  - Modern approach to free-to-play, casual and mid-core gaming
  - Transparent, ethical and collaborative leader, organized and inclusive manager
  - Technical asset creation skills with clear aesthetic sensibility
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## Experience

### **Super X Studios**

*Game Systems Designer*

August 2015 – Current

- Established explicit product design goals for 'Greg Hastings Paintball 3'
- Designed player progression systems including equipment, avatar skill, social, team and competitive advancement, targeting *retention* and *social play* as core pillars
- Defined gameplay properties for game mechanics that rely on variable stat values
- Collaborate and build consensus on goals with the Creative Director, Tech Director and Game Designers through documentation, Emails and meetings

*Creative Lead*

October 2007 – November 2010

- Designed final mechanics and game content for shipped games and game prototypes
- Designed levels, created UI layouts, VFX assets and performed content engineering tasks
- Directed, tasked, mentored and established process for a content creation team
- Created final assets for various game projects in multiple visual styles
- Researched and documented art techniques to enhance products' visual quality

### **Wargaming Seattle and Gas Powered Games**

*Art Manager and Art Lead*

June 2011 – Current

- Collaborated with department directors to establish product vision for free-to-play titles
- Wrote technical and creative documentation including design proposals and art bibles
- Grew a world-class multi-discipline art team from 6 to 28 in about one year
- Managed internal and outsourced personnel and tasks for artists of all levels
- Unified art asset tracking systems; Established and documented art processes
- Directed art style and artists; Matched the visual style of partners' products
- Subject-matter-expert on specialized and proprietary content integration systems
- Created and shipped final 3D models and textures, 2D concepts, UI elements and icons

### **Infinitos Pen & Paper Roleplaying System**

*Creator*

Current

### **Microsoft Game Studios (VOLT)**

*QA Lead, 'Mass Effect'*

February 2007 – September 2007

*QA Lead, 'Vanguard' and 'Gears of War'*

January 2006 – November 2006

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## Shipped Titles

**HEX: Shards of Fate**

**Age of Empires: Online**

**Greg Hastings' Paintball 2**

**Wild Earth: African Safari**

**Mass Effect**

**Gears of War**

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## Other Professional Skills

**Unity 3D**

**3D Studio Max**

**Photoshop**

**Prototyping**

**Interviewing**

**Presentations**

**Excel**

**Employee Reviews**

**Creative Writing**

**Technical Writing**

**Animation**

**Mudbox / ZBrush**