

# Josiah Colborn

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## I provide hands-on creative leadership for games and teams

Strong visual, verbal and technical skills

Diverse content and systems design expertise

Accessible and organized leadership

Concept development and content prototyping

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### Shipped Games

State of Decay 2

Barony

HEX: Shards of Fate

Age of Empires: Online

Greg Hastings' Paintball 2

Wild Earth: African Safari

Mass Effect

Gears of War

### Skills

Game Systems Design

Game Content Design

Project Leadership

Development Process

Digital Drawing and Painting

Hiring and Employee Reviews

Spreadsheets and Scheduling

3D Modeling and Animation

Digital Sculpting

Pen & Paper RPG Design

UE4 and Unity

Creative and Technical Writing

### Fun Facts

Created mods for Wolfenstein 3D,

Doom 2 and Starcraft

Raised by pen & paper RPG

companion designer for Cyberpunk

and Rolemaster

Thief / Cleric Split-Class

### Professional Experience

#### **Traega Entertainment**

*Lead Game Designer*

August 2018 – May 2020

Full-time position leading all aspects of the game design, and championed creative direction. Planned, documented, and built content for several prototypes for real-time exploration, building and action games. Scoped all project content and systems for multiple projects. Directed and mentored one game designer directly. UE4 projects.

#### **Undead Labs**

*Senior World Builder*

November 2016 – July 2018

Full-time open-world level design and world art. Owned one of the game's three massive maps, and contributed to all three. Tutorial and post-release DLC map level-design. Core game loop refinement, environmental narrative design for game maps. Strike team leadership and planning, game concept pitching. UE4 Project.

#### **Exato Game Studios and Virtually Live**

*Game Designer and Art Generalist*

February 2016 – October 2016

Short-term employment, provided high-concept game design, concept art, and generalist 3D asset skills for an E-Sports RTS title and a VR Sports title. UE4 Projects.

#### **Super X Studios**

*Game Systems Designer*

August 2015 – September 2016

Freelance. Worked with Super X leadership to design game systems for progression, social play and user-generated content for their next free-to-play title.

#### *Creative Lead*

October 2007 – November 2010

Combined full-time design lead and art lead role on shipped titles and unreleased prototypes. Shipped levels, UI / UX, mission design, cinematic scripting, game pitches, gameplay design. Art work included art direction, VFX, animation and UI asset creation, art team hiring and management.

#### **Turning Wheel LLC**

*Artist and Game Designer*

July 2015 – Current

Joined the team to overhaul game quality. Worked on levels, creatures, icons and textures. Led content design for post-release game expansion with +50% more game content, from concept to final assets. Work includes creature design, levels, lore writing and dialog. Creative director and content creator for the studio's next project.

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

*Art Manager and Art Lead*

June 2011 – January 2016

Full-time art leadership for AAA games. Part of core leadership team. Team management, hiring and reviews, asset tracking and management, scheduling, milestone planning and art bible documentation. Directed outsource art, created UI / UX design and art, 2D concept art and illustration, 3D modeling and texturing. Wrote pitches.