Justin McKague

Ottawa, Ontario, Canada · justin.mckague1@gmail.com · https://www.linkedin.com/in/justin-mckague-design/ · https://justinmckaguedesign.com/

SUMMARY

Experienced Game Designer with 5+ years of professional and educational expertise, known for determination, tech adaptability, and a collaborative approach. Demonstrated work ethic and a personable yet focused demeanor.

EXPERIENCE

Unity Developer
Outwit Adventures   **June 2020 - April 2022, St. John, New Brunswick**

· Developed modular feature development for our games, and optimized those development features allowing for the release of over 10 shipped mobile games in 2 years.
· Designed clear and professional User Interfaces by utilizing design principles, improving gameplay clarity and adhering to the design aesthetics of each project.
· Assisted in other sectors of development, working with engineers and increasing task productivity by quickly learning about Dart and Flutter, improving the completion of related tasks by multiple weeks.

Graphic Design Intern
Limelight Advertising & Design   **May 2018 - September 2018, Port Hope, Ontario**

· Designed assets under a senior designer, creating multiple branding items that adhered to client specifications, modernizing the company and improving client intake by 20%.
· Presented design progress to clients, allowing for feedback and iteration, improving clarity of vision for the project and delivering assets that received unanimous approval.
· Created new brand assets for the client based on their needs, providing a greater sense of rapport between the agency and the client, the completed project bolstered the board of directors and employees to look to the future.

PROJECTS

Medium Dad, Massive Adventure
University Project · https://pitchipsy.itch.io/medium-dad-massive-adventure · September 2020 - March 2021

· Consistently set and met realistic deadlines for my work and individual mechanic prototypes.
· Saved 2 hours a week by maintaining design documentation on a shared Google Doc, which reduced the need for meetings and email communication, and improved team communication.
· Designed, developed, and implemented a user interface that supported core pillars of absurdity, discovery and wholesomeness.
· Built a flexible level editor tool to allow for rapid iteration of puzzles, which allowed team members to design and test puzzles within minutes, saving over 5 hours of production time each week.

Kaleida
Personal Project · https://justinmckaguedesign.com/kaleida · February 2019 - November 2019

· One of 20 games selected to be showcased at the Alt.Ctrl.GDC games showcase in 2019.
· Designed features that reinforced the core pillars of intrigue, readability and adrenaline.
· Conducted playtesting sessions, collected notes and feedback to improve gameplay experience.
· Led weekly meetings to iterate and explore design ideas and achieve a successful completion of the project.

EDUCATION

Bachelor of Game Design
Sheridan College · Oakville, Ontario · 2021

SKILLS

Unity, C#, Unreal Blueprints, Jira, Figma, Adobe Creative Suite, Rapid Prototyping, Effective communication, Hardworking, Receptive to feedback, Compassionate