Joshua Coulter

Game Designer & Programmer

-Portfolio Link-

Contact

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Oakville, ON

Education

Honours Bachelor of Game Design
Sheridan College | Oakville, ON

- Sept 2022 - Apr 2026
- 3.8 GPA

Skills

- Game design
- Programming / Prototyping
- Level design
- QA
- Attention to detail
- Problem-Solving

Technical Tools

- Unity | Unreal | UEFN
- Jira
- Excel
- Maya
- Photoshop
- Github

Languages

- English | native

Profile Summary

Currently in fourth year of the Game Design Degree program at Sheridan College with experience in taking projects through the entire process and collaborating with other disciplines such as programming and level design. An ability to communicate and work in engine, have strong attention to detail, and prioritize my design choices with evidence. A passion for the work that goes into creating games and learning the skills and teamwork behind what makes them great.

Experience

Game Designer Intern | Picnic Game Labs 2025 | May-Aug

- Collaborated with a small team to design various gameplay systems
- Documented and updated designs into a GDD and kept documents organized
- Conducted research / utilized team direction to keep projects vision consistent

Freelance Groundskeeper | Private Cottage 2024-25 | Apr-Aug

- Managed property yard, pool/spa maintenance, tennis court, and beach
- Communicated with various contractors/employees for certain property jobs
- Researched proper equipment and methods for proper care of property

Lift Operator | Lake Louise Ski Resort 2021-22 | Oct-May

- Oversaw different lifts / the gondola and prepared lifts for operation.
- Provided safety measures and radio calls for emergency situations.
- Assisted maintenance crew with lift error functions.

Projects

Plaything | Sheridan College 2024 | 7 months

- Collaborated with a team of 6 to develop our prototype into an MVP
- Involved in the game design process and scripted the majority of mechanics
- Utilized telemetry and playtesting to gain insight for refining the project

Procedural Landscape | Sheridan College 2024 | 4 months

- Researched and developed a Unity showcase on procedural generation
- Created noise based algorithms for a mesh and the object placement on it
- Implemented customization options to manipulate the landscapes qualities

Shrunken Boxy | Sheridan College 2023 | 4 months

- Created a greybox level made with a given physics platformer kit in Unity
- Made use of an LDD to document and plan the levels details and structure
- Conducted playtests and iterated the level over the course of development