

JOSH COHEN

Game Designer

Ardsey, New York | +1 914-450-0878

cohen.joshua.nyc@gmail.com | <https://www.joshbcohen.com> | <https://www.linkedin.com/in/josh-b-cohen/>

BIO

- Junior game designer with hands-on experience in narrative, level, and systems design.
- Built 4 projects from start to finish in Godot, Unreal, and Unity.
- QA and level design freelance work on 2 shipped indie titles.

EXPERIENCE

Relevant Project Experience

SPI-Glass – An Augmented Reality Ghost Hunting Experience (Unity)

Worcester, MA

Lead Designer

October 2025 –

March 2026

- € Designed gameplay loop, AI behavior, and player tools for our 5 person team.
- € Took on additional responsibilities in programming AI behavior and tool interaction to ensure that our deadlines were met.

Alternate Reality Game Project (Multimedia)

Worcester, MA

Gameplay Team

March 2022 –

May 2022

- € Designed 7 days of multimedia puzzles in a team of 4, as part of a larger project with 25 people, to gradually reveal an evolving story impacted by whether or not the players could solve the puzzles in time.
- € Created puzzles revealed through an email list, social media accounts, a website, and physical clues for players to find and follow clues to discover information about the story.

[ARG Roadmap](#); [Gameplay Team Planning Document](#)

Artillery Hell – Tank Combat Roguelike (Godot)

Worcester, MA

Lead Designer

October 2022 –

December 2022

- € Designed and refined the core loop and gameplay structure of a roguelike over the course of 6 weeks, working with a programmer and a visual artist.
- € Built prototypes of game mechanics in Godot for the programmer to optimize and refine.
- € Created a development timeline, scheduled meetings, and set deliverables for myself and teammates.

[GitHub Repository](#)

Relevant Work Experience

Indie Game Development Internships

Remote

QA Playtester ([Endless Vine](#))

June 2025 –

October 2025

- € Stress-tested 3 early builds, logging 35+ bugs and 10+ gameplay friction points in need of QoL.
- € Identified critical bugs related to storage, room detection, and colony management, allowing the lead developer to focus their efforts on improving the game rather than hunting down bugs.

Level Designer ([The Old One](#))

Remote

June 2025 –
October 2025

- € Wrote out a design document for a dungeon level, designed the entry puzzle and environmental storytelling elements, and detailed the player’s progression from the beginning of the level to the boss fight at the end.

The Harris Project

Remote

Interactive Media Project Manager

June 2025 –
September 2025

- € Constructed storyboards for a 5 minute instructional video & multiple short-form videos to engage busy parents.

EDUCATION

Worcester Polytechnic Institute

Worcester, MA

Bachelor of Arts – Interactive Media and Game Development **GPA: 3.5**

August 2021 – May 2026

SKILLS

Programming Languages	Game Engines	Visual Design
C++, C# Python Java	Unity Engine Unreal Engine Robust Toolbox	Adobe Photoshop Adobe Illustrator FireAlpaca