

# Phill Johnson

## Game Designer

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### **Titles:**

*Stranger Things: The Game*, iOS/Android, September 2017, Bonus XP — Game Designer  
*Star Child*, PlayStation VR, Playful Corp. — Senior Game Systems & Level Designer  
*Super Lucky's Tale*, Xbox One/Windows 10, Playful Corp. — Senior Game Systems & Level Designer  
*Lucky's Tale*, Oculus Rift, 2016, Playful Corp. — Principal Game Systems & Level Designer  
*Creativerse*, Steam PC/Mac, 2014, Playful Corp. — Contributing Designer  
*Cavemania*, iOS/Android, 2014, Bonus XP — Post-launch Level Designer  
*First Person Cultural Trainer*, PC, 2010, UT Dallas — Level Designer & Environment Artist  
*Famished Farm Animal Frenzy*, iOS, 2010, Five Minute Games — Technical Direction

### **Employment History:**

Game Designer, 2017, Bonus XP

- Balanced and iterated difficulty curve of *Stranger Things: The Game* (iOS/Android)
- Designed shops and item economy
- Implemented XML and JSON data-driven systems and content
- Designed and implemented dungeon layouts and puzzles

Senior Game Designer, 2014-2017, Playful Corp.

- Designed and prototyped systems for *Star Child* (PSVR)
- Designed and implemented systems for *Super Lucky's Tale* (Xbox One/Windows 10)
- Wrote detailed feature specs in collaboration with engineering team
- Principle level and combat designer for *Lucky's Tale* (Oculus Rift bundled launch title)
- Prototyped systems/features (Unity and C#) in coordination with engineering team
- Designed/implemented Red Coin and Time Trial game modes, 25 distinct level mechanics
- Collaborated with art team to maintain game vision and performance, write in-game shaders
- Developed and maintained a level workflow spreadsheet tracking cross-discipline production

Teaching Faculty, August 2015-2017, SMU Guildhall

- Worked with individual students to design, scope, and implement projects over 8 week deliverables
- Consulted with students to refine their systems and content designs for portfolio pieces
- Served as a reader on multiple thesis defenses

Research/Visiting Assistant Professor, 2012-2014, Arts & Technology, The University of Texas at Dallas

- Managed production for two grant-funded projects
- Developed interactive conversation systems for the Bill & Melinda Gates Foundation and UT Southwestern

Teaching Associate, 2009-2011, Arts & Technology, The University of Texas at Dallas

- Designed & instructed course "Virtual Environments"
- Emphasized principles of environmental narrative, flow of space and player psychology
- Managed classrooms of >30 students

### **Education:**

M.F.A, May 2011, The University of Texas at Dallas, Arts & Technology.

B.A., May 2008, The University of Texas at Dallas, Arts & Technology.

### **Technical Skills:**

- Unity, Unreal Engine, id Tech, Adobe Photoshop, Autodesk Maya, 3DS Max, The Foundry MODO, Zbrush, Quixel Suite, Shaderforge, Tiled
- C#, Swift, Python, Objective-C, Java, XML, JSON