



Languages
English
Native Language Proficiency
Bahasa Melayu
Conversational Proficiency
Attributes
Attributes
General Attributes
<ul style="list-style-type: none"><li>Creative Problem-Solving</li><li>Adaptability</li><li>Interdisciplinary Teamwork</li></ul>
Certifications
CIE IGCSE
University of Cambridge International Examinations
14 July 2018
References
Johann Lim
Jeremy Ooi
Programme
Lead Game
Leader, University
Designer, Kaigan
of Wollongong
Games
Malaysia KDU
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jeremy@kaiganga
mail.com
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Interests
Photography
Street, Candid, Architecture, Cars, Portraits
Reading
Fiction, Sci-fi, Crime
Video Games
Multiplayer, Narrative-driven, FPS,
Singleplayer, Action

# Joshua Daniel Goh Jian Shi

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https://joshuadgoh.wixsite.com/portfolio  
https://joshuadgoh.wixsite.com/photographyportfolio

## Summary

As a Game Designer, I am interested in many facets of what goes into creating games, but I am mainly passionate about making stories, and the levels that players interact with. I bring a creative, adaptable, and collaborative mindset to any challenge I take on, combining strong problem-solving and cross-functional communication skills and a unique perspective to contribute meaningfully to any future prospects.

## Experience

Kaigan Games	3 July 2023 - 3 July 2024
Game Designer	
<ul style="list-style-type: none"><li>Independently designed, documented and iterated on gameplay mechanics and features, ensuring alignment with gameplay vision and technical requirements.</li><li>Maintained and updated documentation to ensure clarity and usability for implementation.</li><li>Collaborated with programming and art teams to align goals, troubleshoot issues, and ensure smooth workflow.</li></ul>	

Kaigan Games	3 January 2023 - 30 April 2023
Intern, Game Design	
<ul style="list-style-type: none"><li>Designed new mechanics and features for an unreleased IP</li><li>Conducted market research to improve design and feature development</li><li>Developed clear documentation to assist other teams</li><li>Collaborated cross-functionally with other teams (programmers, artists, production) to ensure smooth workflow</li></ul>	

## Skills

Google Suite	Microsoft Excel
Intermediate	Beginner
Adobe Photoshop	Unity
Intermediate	Beginner
Unreal Engine	
Intermediate	

## Education

University of Wollongong Malaysia KDU	13 January 2020 - 18 November 2023
Game Design	Bachelor of Game Development (Hons)
https://www.uowmkdu.edu.my/	
University of Wollongong Malaysia KDU	13 January 2019 - 14 November 2019
	Foundation Studies
https://www.uowmkdu.edu.my/	

## Projects

End of the Line
Winner of Best Student Game at SEA Game Awards 2022
https://ichOrr.itch.io/end-of-the-line
<ul style="list-style-type: none"><li>Led the design of gameplay systems and player experiences, ensuring mechanics aligned with overall design goals.</li><li>Developed gameplay progression flow and level/puzzle structures, identifying gaps and refining design for smoother gameplay.</li><li>Designed and balanced mechanics and gameplay features to encourage player interaction, guided by playtesting and player feedback.</li><li>Produced narrative content and comprehensive design documentation to support cross-disciplinary implementation and maintain design clarity.</li></ul>

Façade: Murder At The Masquerade
SIGG 2021 Silver Medal Winner (Undergraduate)
https://uowmgames.itch.io/facade-murder-at-the-masquerade
<ul style="list-style-type: none"><li>Designed gameplay systems and interactions to enhance player engagement.</li><li>Structured gameplay flow, level design and content design to guide player learning and maintain smooth difficulty curves.</li><li>Developed and iterated on core mechanics and features to sustain long-term player interest, fun, and replayability.</li><li>Created narrative content and maintained detailed design documentation to support cross-team implementation and design clarity.</li></ul>

Dr. Gunter's Clinic
Major University Project
https://uowmgames.itch.io/dr-gunters-clinic
<ul style="list-style-type: none"><li>Designed and iterated on gameplay systems, integrating player feedback to refine mechanics and balance.</li><li>Structured and polished content and gameplay flow to guide players smoothly through the game and narrative.</li><li>Developed features and mechanics to sustain player engagement, retention, and long-term fun.</li></ul>