

CONTACT INFO

E-MAIL

josef.abuaisheh@gmail.com

ADDRESS

*Betzelsstr. 18
55116 - Mainz, Germany*

PHONE

+49 (0) 173 - 811 42 73

SKILLS

ENGINES

*Unreal Engine 4 (Blueprint)
Unity (C#)*

PROCEDURAL TOOLS

*World Machine
Substance Designer*

ADOBE

*Photoshop, Premiere,
After Effects*

3D BASICS

Blender, 3DS Max, Maya

SCULPTING

Mudbox

AUDIO EDITORS

Cubase, Logic, Pro Tools

AREAS OF EXPERTISE

*Level Design
Feature Design
Level Art
Technical Level Design*

SOFTSKILLS

*Communication
Learning
Problem Solving
Leadership
Presentation
Research*

LANGUAGES

GERMAN

Mother Tongue

ENGLISH

Advanced

ARABIC

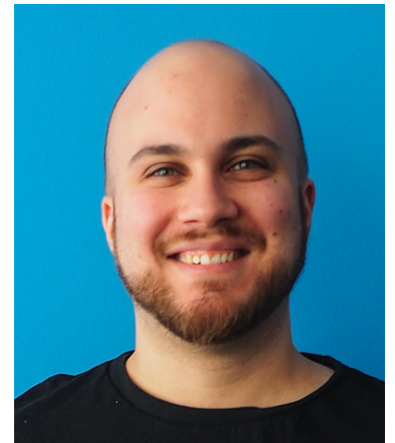
Intermediate



Josef Abu Aisheh

LEVEL DESIGN | LEVEL ART

Date of Birth 05/24/1987



Knowledge driven Level Design Generalist with a decade of experience in games, television and the music entertainment industry is looking for a new challenge at your company.

Experience

Ubisoft Blue Byte

Mainz, Germany
04/2017 - 04/2019

Junior Level Artist | Assistant Content Designer "ANNO 1800" - PC

- Worked from concept to polish on a third of all playable islands
- Improved overall visual quality of islands
- Helped define overall artstyle of biomes
- Designed and implemented about a hundred optional quests

OTHER JOBS

- Helped public relations by creating a Level Design related challenge for the community
- researched and documented how to create rivers, beaches and lakes
- assisted marketing with editor related tasks
- researched and communicated other technologies to the art director to improve overall graphical quality

Timeshifter Interactive

Berlin, Germany
09/2015 - 08/2016

Project Lead | Technical Level Designer "Replaced" in UE4 - PC

- Project Management
- Art Direction
- Sound Direction
- Documentation LDD, NDD, TDD
- Blueprinted gameplay, Level Design Tools and a Soundsystem
- Level Design | Level Art for 2h of gameplay
- Responsible for Focus Tests
- Narrative Design
- Animation

OTHER JOBS

- Designed Gamescom Demo
- Redesigned Corporate Identity
- Created Gamescom Trailer
- Presented the game on stage at Gamescom
- Business Relations



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Intermediate

Experience

**S4G -
School for Games**
Berlin, Germany
03/2015 - 08/2015

**Technical Game Designer | Character
Designer and Animator | Art Director**
"Last Exit" in Unity - PC

- Game and UX Design
- Programming C# Unity
- Level Art, Lighting, Post FX of FPP
- Art Direction
- Character Design
- Character, Environment and UX - Animation

**S4G -
School for Games**
Berlin, Germany
09/2014 - 02/2015

**Project Lead | Gameplay Programmer |
Sound Designer | Character Animator**
"Amy's Nightmare" in Unity - PC

- Programming C# Unity
- Sound Design
- 2D Puppet and UI Animation
- 2D VFX

RTL II tv-channel
Munich, Germany
06/2012 - 10/2013

Technical QA

- Checked and documented all of the programs visual and technical audio quality before it was broadcasted

Novel Artistry
Munich, Germany
06/2009-12/2013

Creative Music Producer | Manager

- Wrote and recorded songs with multiple artists of different genres
- Arranged fotoshots and business meetings for artists
- Worked in cooperation with other publishers on featured songs
- Wrote screenplays for music videos
- Performed live as a backing vocalist for artists

Education

**S4G -
School for Games**
Berlin, Germany
2014-2016

S4G Diploma

Game Development | Level Design

Deutsche Pop
Munich, Germany
2006-2009

Deutsche Pop Diploma

Music Production | Music Management

Deutsche Pop
Munich, Germany
2006-2009

Deutsche Pop Certificates

Project Management | Composing |
Audio Engineering

