

# Josh Gutenberg

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## Experience

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**Game Designer | *Gute Design* | Self Employed** January 2026 – Present

- Developing quest, world, and system content for use in professional table top RPG settings.
- Meeting regularly with clients to discuss current iterations and necessary adjustments.
- Playtesting prototypes, documenting and analyzing results in reports for future reference.

**Office Administrator | *CR Construction LLC* | North Bend, WA** May 2025 – January 2026

- Set up laptops, tablets, and smart phones for field use. Provided level 1 & 2 tech support.
- Collected and organized backup for change orders and billings on multiple projects.
- Prepared specs, bid documents, and submittals to ensure smooth jobsite operations.
- Performed data entry and modification of internal processes to automate and optimize work flow.

**Quest Designer | *Lost Boys Interactive* | Milwaukee, WI (remote)** January 2022 – September 2024

*New World: Rise of the Angry Earth, New World: Aeternum*

- Designed, wrote, and scripted quests using Lumberyard engine, Excel spreadsheets, and XML tables.
- Developed and managed encounters, items, and lore notes using proprietary software.
- Collaborated with combat, world, and art teams to create enemies and world assets.

**Level Designer | *Hard Suit Labs* | Seattle, WA** July 2019 – March 2021

*Vampire: The Masquerade – Bloodlines 2*

- Owned, designed, and arranged open world content to create a living city using dynamic NPC AI.
- Designed and implemented narrative and combat encounters using Unreal Engine Blueprints.
- Provided UE4 visual scripting support on multiple quests to maintain standards and ensure quality.

**QA Tester | *Sucker Punch Productions* | Bellevue, WA** July 2018 – July 2019

*Ghost of Tsushima*

- Ran weekly design round tables with QA and system developers to aid iteration and provide feedback.
- Focus tested UI, gameplay, and systems. Logged bugs in JIRA, performed regression testing.
- Served as systems team point of contact for direct communication with QA team.

**QA Tester | *Undead Labs* | Seattle WA** September 2017 – April 2018

*State of Decay 2*

- Performed daily testing on Windows, Xbox, and Steam platforms.
- Wrote test cases for milestone reports, organized results in Google spreadsheets.
- Acted as personal tester for multiple strike teams.

## Skills

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**Software:** Microsoft Office 365, Google Docs Editors, Adobe Creative suite, Maya

**Programming Languages:** HTML, C#, ActionScript 3, JavaScript, C++, Python, LUA, Zilch

**Source Control/Management:** JIRA, Procore, P4, SVN, GIT, Mercurial, Slack, Teams, ShipTalk, Trello

**Engines:** Unreal, Unity, Lumberyard, Zero

## Education

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Bachelor of Arts in Game Design | *DigiPen Institute of Technology* | Redmond, WA

September 2013 – May 2017