

SANDY PANIELLO (Joey)

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PROFESSIONAL SUMMARY

Passionate about games, game feel and gameplay systems with over 12 years of professional development experience. Knowledgeable in the full game development pipeline, having shipped a AAA title, an indie title on Steam, PlayStation, and Nintendo Switch, and over 15 mobile apps. Has a strong sense of what makes exhilarating game experiences and thrives on collaboration to bring new concepts to life, and iterating on gameplay systems. Loves making buttons feel great to press and building tools to empower teams in creation while teaching best practices to facilitate team success. Highly driven to learn and continually researches new technologies to stay current on toolsets and methodologies to exceed project goals.



SKILLS

- C#
- Unity
- Gameplay Systems
- C++
- Unreal Engine
- Blueprint
- Game Design
- Team Collaboration
- Python



EXPERIENCE

Concord - Senior Gameplay Technical Designer Firewalk Studios | Issaquah, WA

April 2021 - November 2024

- Facilitated gameplay designer workflow by building tools, maps, ability foundations, and systems, to improve efficiency and expand game functionality.
- Collaborated with gameplay design and engineering teams on feature implementation, assisting in iteration, testing, debugging and providing C++ and/or Blueprint support.
- Developed data structures, interfaces, tuning variables, and events for design use across various systems.
- Authored technical documents detailing feature/system intent, tuning requirements, and technical needs.
- Owned and maintained multiple gameplay systems, prototyping in Blueprint and later optimizing in performance-focused C++.
- Designed and drove Soft Collision and Aimed Ability Object Placement systems from concept to ship, collaborating with engineering to meet gameplay, content team, and performance needs.
- Assisted in the development of all characters, by providing technical support for design owners with implementation, tuning, debugging, and bug fixing, while also shepherding a character.
- Contributed in design meetings to brainstorm new and existing features, moment-to-moment gameplay, character kits, and creating action items for issues with gameplay.
- Supported all disciplines with gameplay system explanations, feature intent and implementation assistance.
- Aided in the shipment of Concord by playtesting, helping close unfinished features, and fixing bugs.

Nour: Play With Your Food - Game Designer / Software Engineer Terrifying Jellyfish | Saint Louis, MO

March 2020 - September 2023

- Developed mechanics for over 10 interactive gameplay tools to enhance user interaction.
- Engineered a fully-featured cinematic camera, with anchored and fly movement, and visual effects.
- Collaborated with team of artists, musicians, and designers to facilitate content creation in their respective roles.
- Coordinated with porting partner to implement game features on native hardware.
- Delivered regular milestone builds to publisher to show game progress, discuss feedback, and timeline.

Time Fork - Software Engineer Rampant Interactive | Saint Louis, MO

June 2020 - December 2020

- Led development of a park-wide AR application, that incorporates GPS to place objects at specified locations at Laumeier Sculpture park in Saint Louis.
- Designed application flow, and created architecture, and UI.
- Engineered core app features to establish user immersion and animate visual effects.
- Developed mock GPS mode to provide a solution for non-GPS devices to participate, attaining a higher viewership.
- Delivered application on both Google Play and Apple marketplaces.

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SmuggleCraft - Lead Game Developer
Happy Badger Studio | Saint Louis, MO

May 2013 - December 2019

- Drove various gameplay mechanics from prototype to ship, including gameplay feel, and AI behaviors.
- Designed and developed game systems like crafting, procedural level generation, and level editor.
- Engineered tools to facilitate workflow of technical artists and empowered them in visualizing our game world.
- Developed full networking functionality for real-time 8-player racing on PC and consoles.
- Playtested and tuned a fast-paced racing game, with a crafting system featuring over 50 customizable hovercraft parts.
- Attended conventions to demo the game and gather player feedback.
- Ported game to PlayStation 4 and Nintendo Switch, implementing native hardware features.
- Collaborated with PlayStation and Nintendo QA teams to meet Lotcheck/TRC guidelines.
- Utilized PlayStation publishing tools for master submission packages, patches, trophy data, and ISOs.
- Assisted in publishing on PlayStation Store and Nintendo eShop.
- Created Steam depots for Windows, Mac, and Linux distribution.

Draft Force - Software Engineer
Rampant Interactive | Saint Louis, MO

December 2019 - October 2021

- Collaborated with design team to revamp existing application flow.
- Designed more robust architecture to better handle user scalability and different fantasy draft sports.
- Engineered user creation, in-app login, and external authentication from client website.
- Utilized database management systems to handle large statistical datasets.
- Programmed core application systems for turn-based player drafting, patching system to update databases daily with current player stats, and real time networking code for auction drafting.
- Created REST API for application to perform status synchronization across multiple devices.

Ameren Inclusion Cruiser - Software Engineer
Rampant Interactive | Saint Louis, MO

November 2018 - September 2019

- Worked with designer to implement application flow, and graphics.
- Created several animations for interactive infographics and other statistics pages.
- Implemented core application features such as in-app video, analytics, and user quizzes.
- Engineered tools to process client provided data to be used at runtime.

Living Proof (Pulitzer Arts Foundation) - Software Engineer
Rampant Interactive | Saint Louis, MO

June 2017 - September 2017

- Engineered book paging system, touch screen gestures to establish immersive user interaction of flipping through a digital book, and specialized shaders to display scanned illustrations on book page models.
- Created book models and page animations in Blender.

Strange Donuts Vs. The World - Game Developer
Happy Badger Studio | Saint Louis, MO

April 2014 - November 2014

- Created prototype for endless runner style game in Unity3D.
- Collaborated with artist and designer to implement game sprites for characters, enemies, weapons and UI.
- Engineered gameplay mechanics for player actions and game system logic for enemy, and obstacle spawners.
- Utilized Twitter SDK for highscore sharing on social media to help brand building for client.
- Assisted in publishing by creating app ID, provisioning profiles, and build submission.

Pixel Press - Game Developer
Happy Badger Studio | Saint Louis, MO

February 2013 - April 2014

- Created initial platformer prototype to secure project for company.
- Iterated on prototype to establish game feel before full development began.
- Worked closely with senior developer to write core game logic in C++ on Cocos2D.
- Engineered gameplay mechanics such as run, double jump, and wall slide.
- Coordinated with partner company to incorporate level building software from camera image data.



FAVORITE GAMES

Hollow Knight, Final Fantasy XIV, Overwatch, Minecraft, Super Smash Bros, Destiny, LoZ: Majora's Mask, Animal Crossing

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