

Josiah Padula

Gameplay Developer | Technical Designer

Saratoga County, NY | Remote, Local hybrid/on-site | josiahpadula@gmail.com | 518-708-5750

Portfolio Link: josiahpadula.com

PROFESSIONAL SUMMARY

Gameplay developer and technical designer with 4 years of commercial game-content experience, including lead responsibility across 16 projects and contributions to 24 released products. Strong at turning loose creative direction into shippable mechanics, building reusable gameplay systems, and collaborating across development, art, and production. Seeking game development roles spanning gameplay programming or technical design.

CORE STRENGTHS

Gameplay systems | **Technical design** | **Rapid prototyping** | Playtesting and balancing | Code review | Cross-functional leadership | Clear written and verbal communication

PROFESSIONAL EXPERIENCE

Dotzip Developments | Remote | Jun 2022–Jun 2026

Developer: Jun 2022–Aug 2023 → **Lead Developer:** Sep 2023–Jun 2026

- Led gameplay implementation and project direction across 16 commercial projects and coordinated cross-functional teams of up to 15 contributors. Projects I led earned 14,000+ combined Marketplace ratings, with most averaging 4.5 stars or higher.
- Contributed to 24 released Minecraft Marketplace products, designing or implementing player-facing systems, enemy/NPC behaviors, progression loops, scripted events, onboarding, balance, and polish.
- Translated high-level product concepts into 2,000+ clear, actionable GitHub issues for developers and artists, balancing concrete goals with creative flexibility and earning repeated internal praise for clear, engaging task direction.
- Authored 750+ pull requests and reviewed 1,000+ PRs, evaluating gameplay code for technical quality, maintainability, implementation clarity, and game feel.
- Built reusable TypeScript gameplay frameworks and technical solutions inside constrained engine APIs, including modular abilities, branching evolution systems, encounter/spawn systems, voice over and cutscene systems, and scene instancing/reset workflows.
- Researched emerging Java-based content workflows and led a cross-team training session for 12 developers covering IDE setup, dependency management, API exploration, extension patterns, and rapid build/test iteration.

SELECTED INDEPENDENT PROJECTS

Turbo Drop 2048 — Unity / C#: Designed, built, and released a gravity-driven tile-merging game on iOS and Android with online leaderboards, multiple modes, responsive UI, ad integration, and post-launch updates; 250+ users submitted scores and 5,000+ hours of accumulated playtime.

Slime Drop 2048 — Godot / GDScript, in development: Developing a stylized successor using a headless, tick-based game-state architecture and event-driven renderer to support flexible pacing, replay capture, AI simulation, and cleaner expansion of powers and game modes.

Minecraft PvP Server — Live multiplayer systems: Created and operated a public Minecraft server with economy/progression systems, EULA-compliant donation perks, cloud hosting, weekly updates, and 46,000 unique player logins, with 50-100 daily concurrent players at its peak.

TECHNICAL SKILLS

Languages: TypeScript — professional gameplay scripting; C# — shipped Unity mobile game; GDScript — active Godot systems prototyping; Java — plugin/modding and dependency-based workflow experience.

Engines / Tools: Unity, Godot, Minecraft Bedrock Script API, GitHub, IntelliJ, JSON-based gameplay configuration.

Development approach: Systems-first implementation, feasibility-minded problem solving, reusable gameplay architecture, and close attention to player clarity, game feel, and maintainability.

Supplemental production: gameplay capture, shot lists, voice over/script writing, basic video editing, and product demo/promo videos.