

Josephine Ryu

Level Designer // Game Designer

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PROFILE

Level Designer with 7+ years of experience designing games for mobile and PC games with Unity. Focused in gameplay prototyping, level design and playtesting, creating games of many different genres for a variety of entertainment brands. Has UX/UI design background to create mockups, prototypes and art background to create engaging stories and content for players.

EXPERTISE

- Unity Game Engine, Figma, Adobe Creative Suite, Microsoft Suite
- Sketching, Illustration, Prototyping, UX/UI

WORK EXPERIENCE

Level Designer / Game Designer - Nightmarket Games

Sept 2019 –Present

Monster Jam Extreme Mayhem - Action Physics 3D Platformer Mobile Game

- Led the game direction for the mobile game with a casual gaming audience in mind, working closely with the Product Owner to unify brand design pillars with gameplay
- Designed the core mechanics, implemented 40+ levels, and 15+ unique abilities for the physics-based action platformer, focusing on pacing, challenge, and player engagement
- Oversaw development of multiple features designed for monetization and live-ops strategy, collaborating cross-discipline with Artists and Engineers

Titan Fury - Co-op Tower Defense Mobile Game

- Designed and implemented 40+ levels that align the game's narrative and visual themes to deliver a cohesive experience and to highlight purchasable characters
- Balanced and iterated on the levels with a focus on progressive challenges, player skill expression alongside storytelling and game world building
- Collaborated with Artists to ensure environmental elements supported gameplay clarity and mechanics

Chariot: Legacy - Co-op 2D Physics Platformer for Console

- Oversaw the final prototype product (vertical slice) which showcased art direction and gameplay to be pitched to potential partners and publishers
- Defined project scope and roadmap deliverables based on stakeholder and brand expectations
- Designed and implemented 3+ levels that onboarded players and demonstrated gameplay mechanics for both single-player and multiplayer gameplay
- Conducted 10+ playtests and iterated on level design based on player feedback

Slug It Out 2 - Match 3 Battler Mobile Game

- Designed a wide range of Match 3 levels, including progression based challenges and boss encounters that encouraged strategic play
- Balanced level difficulty and pacing using player feedback and retention data

EDUCATION

BA - Interactive Arts & Technology

Simon Fraser University | 2020

VOLUNTEER EXPERIENCE

Vancouver Asian Film Festival (VAFF)

Shorts Programmer

Feb 2026 - Present

AWARDS

Film Director - Chopsticks (2025) - 1 Min Short Film

MAMM People's Choice Award for 1Min Short

Big Teeth Small Shorts Film Festival Finalist

Vancouver Short Film Semi-Finalist