

# Justin Hay

## Experience

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Crow Heist — Cozy Crow Studios LLC. 02/2025 to Present  
**Game Designer**

- Developing core gameplay verbs for intuitive player interaction, engineering systems to create engaging player loops, and designing in-Unity levels to provide structure and player direction for the project.
- Authoring design documents and conducting playtests throughout to communicate deliverables and refine the design.

Toybox Tactics — Tidal Rush Digital LLC. 01/2025 to 08/2025  
**Creative Lead / Art Lead**

- Founded the project, establishing core pillars and mechanics, game differentiators, and the narrative/aesthetic direction.
- Led the art team, organizing Scrum schedules, delivering mock-ups, and providing direction and editorializations to ensure visual cohesion and quality throughout.

Indiana University — Bloomington, Indiana 08/2021 to 05/2026  
**Bachelor of Science in Game Design**

- Studied the foundations of Audio Tech, Music Theory, and Audio Implementation.
- Practiced traditional drawing techniques leading into concept art and animation.
- Developed proficiency in production and design fundamentals: MDA framework, Bartle's taxonomy, Scrum scheduling, and Agile workflow.

## Education

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Indiana University — Bloomington, Indiana  
**Bachelor of Science in Game Design**

- Overall GPA: 3.7/4.0
- Graduation: 05/2026

## Skills

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- C#
- Game Engines: Unity, Godot, and Unreal
- Blender/3D Modeling
- FMOD
- Photoshop
- Aseprite
- Animation