JORDAN GRUENERT
GAME/LEVEL DESIGNER
Oakland, CA 94610   415.328.1099
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SKILLS

Game & Level Design (2-3 Years):
➢ Design Documentation
➢ Level Design
➢ Gameplay Mechanics
➢ Storyboarding
➢ Game Writing
➢ 3D Modeling
➢ User Experiences
➢ Game Progression
➢ Oculus VR

Engines
➢ Unreal (**3-4 Years**)
➢ Unity (**3-4 Years**)
➢ Adobe Flash **(1 Year)**
➢ Construct2 **(1 Year)**
➢ Twine (**2 Years**)
➢ CryEngine **(minimal)**

Scripting (2-3 Years):

Blueprint	Java (Unity)
C#	ActionScript

Documentation:
➢ Microsoft Office
➢ G-Suite
➢ Jira/Confluence
➢ Slack

Art/Modeling:
➢ Maya (**3 Years**)
➢ Photoshop/Illustrator/GIMP (**3-4 Years**)
➢ Blender (**1 Year**)
➢ ZBrush (**1 Year**)
➢ Quixel Suite
➢ CrazyBump

Tracking Software:
➢ OptiTrack Motive
➢ Leap Motion

Version Control:
➢ Perforce
➢ GitHub

Music/Audio: 9+ Years:
➢ Piano/Musical Theory

Quality Assurance:
➢ LBVR Game Testing
➢ Documenting issues into a test database
➢ Proficiency in bug reporting format, executing release, and sign-off criteria
➢ Report build status to QA Lead

OBJECTIVE
To further my experience and grow as a game designer. I am actively looking for a design position at a software development company.

EMPLOYMENT

Epoch Games   http://epochgames.co.uk/
Lead Level Designer Oakland, CA   *06/2019-Present*

● Designing game levels and placing assets within game space for upcoming game.
● Implementing design, conceptualizing and creating documentation for game mechanics; world building.
● Collaborating with team and finding creative solutions to game problems.
● Holding department meetings; reviewing and assigning work on a weekly basis; reviewing applicants.

Unreal Level Designer   *11/2018-06/2019*

● Designing levels and specified areas along with placing assets within game space for upcoming game.
● Conceptualizing and creating documentation for game mechanics; world building.
● Collaborating with team and finding creative solutions to game problems.

Nomadic VR (Location Based VR Game: Arizona Sunshine)   www.blurtheline.com/
Junior Game Designer/Producer & QA Tester San Rafael, CA   *07-11/2018*

● Testing game functionality both in digital and physical space; reporting bugs into Jira.
● Communicating with different teams within Nomadic to make sure the game is on track.
● Developing creative solutions for in-game and physical space problems.
● Developing with new game ideas for LBVR experiences.

Freelance Work
Game Designer Oakland, CA   *07/2016-Present*

● Working on personal projects, collaborative projects, and short term contracts.
● Designing levels from concept into engine, and modding existing games.
● Creating game prototypes as proof of concept to show the "fun" in the game.

Freelance Construction/Design Work
Construction/Design Mill Valley, CA   *01/2018-Present*

● Assisting contractor with construction projects, and short term contracts, design and repair work.
● Floor, wall, and ceiling repairs and installation; interior, exterior and foundation work.

CREDITED PROJECTS

Last Fate (VR Puzzle Game/Collaborative Class)   Last Fate Page
Game Designer/Scripter San Francisco, CA   *01-06/2016*

● Created documentation for specific levels, mechanics, and obstacles for the game.
● Implemented models, animations, scripts, puzzles, etc. to set up gameplay and levels.
● Collaborated with artists to make sure aesthetics fit themes and overall concepts for the game.

Manifest Dinner (Board Game/Collaborative Project)   Manifest Dinner Page
Co-Creator/Designer San Francisco, CA   *08-12/2014*

● Collaborated on creating the entire game from documentation to the game itself from scratch.
● Created the board, different types of game cards, player pieces all from scratch.

The Marin Renaissance   www.themarinrenaissance.com
Co-Founder Mill Valley, CA   *2010-Present*

● Developed content, write original exposés, oversee business operations and site maintenance.
● Compiled three mixtapes promoting local musicians.
● Promoted and marketed site through nine social media outlets.

INTERNSHIPS

Storyworld (Previously eGlobal Reader)   https://storyworld.us/
Intern/QA Tester San Francisco, CA   *04-10/2013*

● Developed children's language immersion app in Spanish and Mandarin.
● Created dictionaries for the program's languages.
● Inputted, edited code and audio files, and tested usability(QA).

EDUCATION

Academy of Art University. BFA. Game Development: Game Design. San Francisco, CA *May 2016*
University of California, Riverside. BA. Philosophy. *June 2012*
Tamalpais High School, Mill Valley, CA. *June 2007*
References Available Upon Request