Jordan Brown - Game Designer

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Experience

Game Designer | Sabrefish Studios | Boston, MA   May 2023 - September 2024

Habit of Force (Mecha anime-themed isometric turn-based tactics RPG)   (10-person team)
- Designed and implemented **4** levels and **12** unique abilities using custom tools built for Unity by the programming team while collaborating with fellow designers, artists, and programmers to create a cohesive player experience
- Wrote **30+** design documents enhanced with custom spreadsheets that quantified combat and progression mechanics to guide current and future developers in implementation

Conference Associate | Game Developers Conference | San Francisco, CA   March 2023
- Collaborated with **300+** fellow Conference Associates and convention staff to provide attendees with an excellent experience
- Bolstered the experience of attendees through friendly communication, answering questions, and giving directions
- Ensured the success of industry talks by prepping speakers, guiding attendees to seats, and monitoring for disturbances

Selected Projects

Game Designer - Systems and Mechanics   January 2024 - **Present**

Demon Time (Single-player horde shooter where the player fights with ethereal projectiles)   (4-person team)
- Designed and balanced **5** unique enemies and the wave-based enemy spawning system to provide players with dynamic challenges
- Improved our player experience by analyzing playtesting results to find practical solutions to problems
- Implemented **7** unique kinematic-based weapons by tuning projectile size, speed, quantity, and shot pattern to give the player opportunities to express their playstyle via our core mechanic

Game Designer - Systems and Mechanics   September 2023 - April 2024

Seat Fighter (Retro fighting game where two opposing players battle over an armrest)   (8-person team)
- Designed interactions between **3 actions** by altering execution times, stamina penalties, frame data, and position modifiers to enable strategies that align with player profiles
- Calibrated the behaviors of **5 NPCs** by adjusting the numbers that govern their reaction speeds and the output of their AIs in Unity to provide players with challenges that necessitated distinct strategies
- Ranked **8th** in Theme and **4th** in Humor out of the **1597** submissions to the **Ludum Dare 54** Game Jam and was a **Finalist** for Best Audio Design at the **2024 Student Game Awards**

Leadership

President of NU Game Studio Club   April 2023 - **Present**
- Planned and orchestrated weekly club and board meetings, monthly game jams, and club presence at recruitment events
- Supported multiple team leaders working on game jams and long-term game development projects

Education

Northeastern University | Boston MA   September 2021 - **Present**

Bachelor of Fine Arts in Game Design, anticipated graduation May 2025
GPA: 3.9/4.0, Dean's List

Skills

Design: Rapid idea prototyping, playtesting, game balance, systems, level, and UI design, grey boxing

Engines: Unity, Unreal 5

Project Management: Agile (Scrum and Kanban), Trello, Miro

Technical: Git/GitHub, Plastic SCM, UE 5 Blueprints (beginner), familiar with C#

Art: Clip Studio Paint, Maya, Blender, Adobe Suite

Documentation: Google Sheets, Excel, Figma

Interpersonal Skills: Team leadership, interdisciplinary collaboration, conflict resolution, time management, scope management