

Jordan Brown - Game Designer

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Experience

Design Team Lead

01/2023 - Present

Sabrefish Studio's *Habit of Force*

(10-person team)

Mecha anime-themed isometric turn-based tactics RPG

- Designed and implemented **4** combat levels and **12** unique combat abilities used by playable Mechs and Pilots using proprietary tools for the Unity Editor built by the programming team
- Formatted and scripted **30** pieces of dialogue into visual novel and poetry scenes in Unity
- Balanced combat difficulty using a series of dynamic spreadsheets to monitor the systemic relationships that define each NPC's damage output, attack range, hit and critical chance, and turn order placement

Projects

Systems and Content Designer

09/2023 - 10/2023

Seat Fighter

(8-person team)

Retro fighting game where two opposing arms battle over a single armrest

- Enhanced combat depth by manipulating execution times, stamina penalties, and movement modifiers to create unique interactions between each of **4** core abilities
- Calibrated the strength and survivability of **5** playable characters by modifying the values that govern each AI's reaction speed and probability of executing an action
- Ranked **8th** in Theme and **4th** in Humor out of the **1597** submissions to the **Ludum Dare 54** Game Jam

Leadership

President

04/2023 - Present

NU Game Studio Club

- Planned and supervised weekly club and board meetings, events, and monthly game jams
- Organized the club's presence at club festivals by renting and transporting equipment for game demos, printing advertising material, and coordinating with fellow board members

Education

Northeastern University | Boston MA

09/2021 - Present

Game Design BFA, anticipated graduation May 2025

GPA: 3.9, Dean's List

Skills

Design - Rapid idea prototyping, playtesting, balance and systems design, mechanics, level design, UI, level grey boxing

Project Management - Agile with Scrum and Kanban

PM Software - Trello, Miro

Game Engines - Unreal Editor, Unity Editor

Version Control - GitHub, GitKraken, Plastic SCM

2D & 3D Art - Figma, Clip Studio Paint EX, Blender, Rhinoceros 3D, Adobe Photoshop, After Effects, Premiere

Documentation - Google Sheets, Microsoft Excel