

# Jackson R. Bruce – Technical Game Designer

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## Experience

### -Survival of the Fishest (July 2023 – Jan. 2024)

*A 3D roguelike based around evolution of creatures under the sea.*

- Role – Technical Designer
- Team Size – 1
- Designing and implementing the various aspects of the game including;
  - A procedural room and biome generation system
  - 4 playable characters with an upgradable stat tree and accompanying UI
  - 5 evolutions for the Fish character each adding new skills and combat options
  - 2 enemies and a stat-based combat system

### -F.P.S (Feb. 2023):

*A 3D first-person shooter utilizing fun color-matching combat.*

- **Role** - Technical Designer
- **Team Size** – 1
- Designing and refining the player controls and main color/ ability mechanic
- Concepting and blocking a level to highlight the player's ability and movement
- Programming and bug-testing all game components

### -The Underbrush (Dec. 2021 – May 2022):

*A 2.5D eerie adventure game in which the player searches for cryptids while exploring a forest.*

- **Role** - Co-Producer, Technical Designer
- **Team Size** - 8 + 5 Blizzard Studio Mentors
- Managing team workflow, collaboration with Blizzard mentors, and game feedback
- Creating presentations, design documentation and weekly game builds
- Implementing a majority of assets made by team members and programmed systems to manage them

### -Hattrick the Magician (May 2021 – Dec. 2021):

*A 3D virtual reality game where the player performs magic tricks as a stage magician.*

- **Role** - Technical Designer, VFX Artist
- **Team Size** – 8
- Incorporating optimization methods to improve graphics and game performance on the Oculus Quest
- Developing tricks and their scoring systems along with accompanying UI and VFX
- Programming, bug-fixing, and experimenting with new features to improve player experience

## Skills / Tools

- **Game Engines** - Unity, Unreal Engine
- **Design - Mechanic, Systems, Level, UX, Optimization**
- **Programming** - C#, Java, JavaScript, HTML, C++, CSS, SQL, Node-Based, Shell / Bash
- **VR** – Oculus Quest 2, Unity XR Interaction Toolkit
- **Tools** - Visual Studio, Word, PowerPoint, Excel, Photoshop, Premier Pro, GitHub
- **Management** - Scrum Approach, Burndown Chart, Trello, Miro

## Education

-Michigan State University (May 2022)

- B.A., Game Design and Development

- Minor, Games and Interactive Media
- GPA: 3.73