Jordan Crosby

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www.JordanCrosby.us

**Skills & Qualifications**

* Unity 3D
* Unreal Engine 4
* C# Scripting
* Photoshop
* Perforce
* Microsoft Office

**Professional Experience**

***Bitten*** (PC, Released 2015)

*Game Designer, Level Designer, Visual Designer*

* Designed, documented, and prototyped gameplay mechanics using Unity 3D.
* Designed engaging levels and world for the game to take place.
* Programed a state machine to handle the enemy AI using C#.

***Lab Escape*** (PC)

*Game Designer, Developer, Level Designer*

* Designed, documented, and prototyped gameplay mechanics using Unity.
* Designed the level for the player to interact with, including obstacles and environment hazards.

***Scraps*** (PC)

*Game Designer, Developer, Visual Designer, Level Designer*

* Designed, documented, and prototyped a level for a Unity3d game.
* Design several prefab pipe systems and attachment using Unity 3D geometry for a large sewer system level.
* Implemented puzzles to challenge and keep the player immersed.
* Made sewer portion of level blend well with other team members’ portions.

**Speedway** – Angola, Indiana

April 2016 – November 2016

*Manager*

* Managed and scheduled store and employee’s hours
* Managed store stock and inventory order forms

**TI Automotive** – Ashley, Indiana

March 2012 – January 2013

*Team Lead*

* Lead over 25 people in the “ovens” department at an automotive manufacturing plant.
* Ensured quality of the parts by troubleshooting any errors found in the forming process of nylon tubing

**Education**

Full Sail University, Winter Park, FL

Bachelor of Science in Game Design

GPA 3.04