

JASON ROSE

GAME DESIGNER & LEVEL DESIGNER

+1(201) 637-4673 | WWW.JASONMROSE.COM | JASONROSE321@GMAIL.COM | LINKEDIN.COM/IN/JASONMROSE/



SKILLS

- Digital and tabletop game design and level design
- 2D/3D Modeling
- C# and C++
- Unity (2017 and up)
- Unreal Engine 4 (v4.19, 4.22 & 4.23)
- Windows XP, Maya 2017/2018, GitHub, Visual Studio 2015 & 2017, ZBrush, Substance Painter, Photoshop, Illustrator and Microsoft Office applications
- Ability to think creatively, work collaboratively, accept criticisms, and take on multiple responsibilities

SHIPPED TITLES

CAST N' CATCH | (TTEK, INC.) - 3D MODELING DIRECTOR

- Digital mobile fishing game where players are rewarded for playing with actual, out-of-game fishing gear

GAME PROJECTS

CAPSTONE PROJECT: "THE GRISTMILL" - CO-OP ACADEMIC, STRATEGY, DECK BUILDING CARD GAME

- Designed and implemented card assets, map environment assets, level layouts and UI/UX elements
- Created game design documentation, concept art and promotional materials
- Organized and facilitated multiple play tests while utilizing A/B testing approach for version comparison
- Boston Festival for Indie Games 2019: Winner of two awards: "Best Student Game" and "Best in Show"
- RPI Games Festival 2018: Winner of the "Technical Excellence" award

LOST AND FOUND THE GAME - CO-OP ACADEMIC, MOBILE CARD GAME, TEACHES MEDIEVAL RELIGIOUS LEGAL SYSTEMS

- Prepared UI/UX layouts for all game stages and created card art assets for original and expansion pack
- Collaborated with team members to organize sprint goals for digital and board version development
- Assisted with creation of card mechanics and interactions, religious accuracy research and documentation

DEAD LAST, THE BOARD GAME - SOLO PERSONAL PROJECT, TABLETOP GAME WITH THEMES OF BETRAYAL AND SURVIVAL

- Developed fully functioning card combat number system with balanced attack, defense and cost values
- Utilized Excel spreadsheets to balance combat and number systems
- Organized play-tests to gather player feedback on game mechanics and observe player decisions

WORK EXPERIENCE

3D MODELING DIRECTOR - TTEK, INC. | "CAST N' CATCH" | MOBILE FISHING GAME | MAY 2019 - NOV. 2019

- In charge of development, texturing and implementation of all 3D assets, UI/UX elements and characters while adhering to a strict production schedule
- Brainstormed and conveyed to team optimal UI/UX designs, artistic direction, game play mechanics and in-game store model options.
- Responsible for deciding on, pitching and developing aesthetic based on competitor model and research into compelling design

GAME DESIGNER - HALLOW ROAD HOLDINGS, LLC | "BOOMBOX" | MOBILE PLATFORMER | NOV 2019 - PRESENT

- Spearhead level designs with parallax scrolling, player mechanics, animations, asset development and UI/UX designs
- Generate game pitch and design documentation to outline user experience, marketability, game play mechanics and overall design direction to team members
- Rapidly generate prototype game level that showcased essential mechanics, themes and original level designs

EDUCATION

- MS in game design and development - Rochester Institute of Technology | Grad. 2019 | GPA: 3.8/4.0
- Certificates (3) in game design and development - Michigan State University | Earned 2016-2017
- BS in Pre-Law, Psychology - Ramapo College of New Jersey | Graduated 2012 | GPA: 3.4/4.0