

Jordan Rauch

Game Designer

I am a veteran pursuing higher education through SMU Guildhall with an interest in diving deep into what makes a gameplay experience fun. I have high hopes to one day work for a game studio to help make games that impact people and give them an experience they want to share with others.



jordanrauch@rocketmail.com

Mobile: (214) 549-6828

<https://www.jrauchgamedesign.com/>

<https://www.linkedin.com/in/jordan-rauch/>

Skills

Systems Design | Technical Design | Cross-Discipline Work | Unreal Engine | Microsoft Office | Atlassian Suite

Personal Projects

[The Genesis Project](#) – Lead Designer and Writer Unity | 50+ Person Team | (08/2018 - Present)

- Published onto Steam Early Access April 2022.
- Led creation of a unique ability system totaling 144 abilities and accompanying balance spreadsheet.
- Wrote multiple main quest layouts and variable outcomes (assigned to players based on their class).

[Egg Roll](#) – Team Lead and Level Designer Unity | 5 Person Team | (05/2023)

- 2D physics-based, PC/Browser puzzle game where you navigate eggs safely to a basket.
- Designed and implemented all level layouts, UI layout, and usable items.
- Developed and posted in 48 hours as a part of Spring Jam 2023 via itch.io

Student Projects

[The Gauntlet](#) – Game Designer Fallout 4 Creation Kit | Solo | (05/2024-07/2024)

- Solo project exploring rogue-lite progression and dungeon design.
- Designed and implemented custom traps, room navigation, and weapon upgrades for six separate weapons.
- Allows for multiple and varied avenues of progression/playstyles for players to explore and experience.

[Festival](#) – Systems and Technical Designer Unreal Engine 5 | 50 Person Team | (01/2024-05/2024)

- Published to Steam in June 2024.
- Worked alongside programmers to create core racing logic for game functionality as well as cutscenes.
- Acted as a liaison between programmers and level designers, helping implement features into each level.

[Slime Time](#) – Level Designer Unity | 4 Person Team | (09/2023-12/2023)

- 2D pixel tablet game made in Unity in a small team.
- Helped design the five movement-based abilities/mechanics to help them navigate each level.
- Designed the final challenge level that tests each combination of mechanics and abilities learned.

[Vortex Voltage](#) – Game Designer Unreal Engine 4 | 4 Person Team | (08/2021 - 11/2021)

- Created the thrown objects level to introduce the player to pressure plates and a water freezing mechanic.
- Created all of the players' special abilities.
- Created boss enemy navigation, attack patterns, and health phases.

Education

Certificate in Digital Game Development, Level Design

SMU Guildhall, 08/2023 - Present

Bachelor of Science, Game Design

Full Sail University, 04/2019 - 11/2021