

Jordan Rauch

Game Designer

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U.S. Army veteran and SMU Guildhall graduate specializing in systems, level, and gameplay design. Has hands-on experience with scripting mechanics, balancing complex ability systems, and iterating through playtest feedback. Skilled in Unreal Engine 5, Unity, and proprietary game development tools, with a strong background in collaborative Agile workflows. Passionate about creating engaging, replayable gameplay experiences that encourage mastery and player-driven strategy.

Tools & Pipelines

Unreal Engine 5 | Unity | Level Design | UI/UX Design | Systems Design | Rapid Prototyping & Iteration
Playtesting & User Feedback | Design Documentation | Game Balance | Player-Centric Design
Agile Collaboration | Jira | Confluence | Perforce | Microsoft Office Suite

Projects

Postal Apocalypse – Level Designer, Game Designer **UE5 | 8 Person Team | (Mar 01, 2026 – Mar 31, 2026)**

- Crafted entire level layout from beginning to end, going through multiple design passes and asset implementation.
- Ensured the level design and terrain felt natural with the stylized art style and setting.
- Tested distances, time to deliver, and gameplay loop while making the community of houses feel realistic.

I Don't Even Like Sand Witches – Game Designer **UE5 | 10 Person Team | (Jun 05, 2026 – Jun 19, 2026)**

- Drafted entire Game Design Document, setting guidelines for turret stats and gameplay.
- Implemented design and setup blueprints for all UI.
- Assisted in visual effects creation, character animations, and camera setup.

Odette's Last Waltz – Level Designer, Game Designer **UE5 | 10 Person Team | (Jun 19, 2026 – Jun 27, 2026)**

- Drafted all room layouts and implemented the set dressing for each room.
- Designed the flow of the map and limitation implementation with the spinning attack and rerolling attack augments.
- Created and implemented all menus and their functionality.



The Genesis Project – Head of Writing, Game Designer **Unity | 50+ Person Team | (Aug 2018 – Present)**

- Prototyped and balanced over 140 unique abilities, supporting tactical variety and class identity.
- Built systems enabling players to experiment with diverse builds and synergize across gear and level scaling.
- Authored comprehensive system documentation used by design and engineering teams for implementation.
- Designed systems with replayability, mastery, and player expression in mind.

The Gauntlet – Systems Designer **Fallout 4 Creation Kit | Solo | (May 2024 – Jul 2024)**

- Designed and scripted tactical combat scenarios, supporting stealth, ranged, and melee playstyles.
 - Built modular weapon trees with 10 upgrade paths to enhance replayability and strategic choice.
 - Emphasized encounter pacing and enemy placement to support multiple playstyles and difficulty scaling.
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Education

- **Certificate in Digital Game Development, Level Design** SMU Guildhall, Aug 2023 – May 2025
- **Bachelor of Science, Game Design** Full Sail University, Apr 2019 – Nov 2021

Work

- **Graduate Assistant | Scripting for Level Design** SMU Guildhall, Aug 2024 – Dec 2024
- **Nodal Network Systems Operator-Maintainer (25N)** U.S. Army, Jun 2016 – Jun 2020