

# Jordan Rauch

## Game Design Graduate

I am a veteran with a Bachelors in Game Design with the dedication and motivation to dive deep into what makes a game good. I'm also a team player due to my time with the military and multiple team projects. I have high hopes to one day work for a gamestudio to help make games that impact people and give them an experience they want to share with others.

jordanrauch@rocketmail.com

(214) 549-6828

Roanoke, TX

jrauchgamedesign.com

linkedin.com/in/jordan-rauch-029115182



---

## Skills

[Confluence](#) | [Jira](#) | [Perforce](#) | [Unreal Engine 4](#) | [Google Drive](#) | [Microsoft Office](#) | [Military Experience](#)

## Education

### Bachelors of Science, Game Design

Full Sail University

04/2019 - 11/2021

3.83 GPA

## Projects

### The Genesis Project (08/2018 - Present)

- Led creation of unique ability document totaling 144 abilities (one for each class and specialty combination).
- Created the balancing sheet in Google Sheets to view the value of each ability based on player level, equipment, and stats.
- Wrote multiple main quest layouts and variable outcomes (assigned to players based on their class).
- Community moderator for 6000+ member Discord server.

### Vortex Voltage (08/2021 - 11/2021)

- Created the hub/tutorial level to allow the player a safe place to learn basic mechanics.
- Created the thrown objects level to introduce the player to pressure plates and a water freezing mechanic.
- Created all player special abilities (ground pound, super jump, spin attack).
- Setup boss enemy navigation, attack patterns, and health phases.
- Responsible for asset list creation and implementation, logging meeting notes in Confluence, and sprint task setup in Jira.

### Swarms of Rigel (05/2021 - 05/2021)

- Organized team's shared Google Drive folder.
- Responsible for manually compiling all projects into one due to a lack of source control.
- Created a shield ability to temporarily destroy projectiles in front of the player while restricting their movement and disabling their attack for the duration.
- Created the main menu, pause menu, and game over screen with the ability to quit and restart the game.