

Jackson R. Bruce – Technical Game Designer

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Skills / Tools

- **Game Engines** - Unity, Unreal
- **Design** - Level, Balancing, Enemy, Systems
- **Programming** - C#, Java, JavaScript, HTML, CSS, Visual Studio, Visual Studio Code
- **VR** – Oculus Quest 2, Unity XR Interaction Toolkit
- **Tools** - Word, PowerPoint, Excel, Photoshop, Premier Pro
- **Management** - Scrum Approach, Burndown Chart, Trello, Miro

Recent Experience

Survival of the Fishest (July 2023 – January 2024)

A 3D roguelike based around evolution of creatures under the sea.

- Role – Technical Designer
- Team Size – 1
- Designing and implementing the various aspects of the game including;
 - A procedural room and biome generation system
 - 4 playable characters with an upgradable stat tree and accompanying UI
 - 5 evolutions for the Fish character each adding new skills and combat options
 - 2 enemies and a stat-based combat system

F.P.S (February 2023):

A 3D first-person shooter utilizing fun color-matching combat.

- **Role** - Technical Designer
- **Team Size** – 1
- Designing and refining the player controls and main color/ ability mechanic.
- Concepting and blocking a level to highlight the player's ability and movement.
- Programming and bug-testing all game components.

Highlighted Experience

The Underbrush (Spring 2022):

A 2.5D eerie adventure game in which the player searches for cryptids while exploring a forest.

- **Role** - Co-Producer, Technical Designer
- **Team Size** - 8 + 5 Blizzard Mentors
- Managed team workflow, collaboration with Blizzard mentors, and game feedback
- Created presentations, design documentation and weekly game builds
- Implemented a majority of assets made by team members and programmed systems to manage them

Hattrick the Magician (Spring 2021 – Fall 2021):

A 3D virtual reality game where the player performs magic tricks as a stage magician.

- **Role** - Technical Designer, VFX Artist
- **Team Size** - 8
- Developed tricks and their scoring systems
- Programmed, bug-fixed, and experimented with new features to enhance tricks' playability
- Researched and incorporated optimization methods to improve game performance on the Oculus Quest

Education

Michigan State University (May 2022)

- B.A., Game Design and Development
- Minor, Games and Interactive Media
- GPA: 3.73