

Jeff Wright

Game Designer

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Skills

Experience with Unity3D and Unreal Engine 4 in designing for mobile/PC/VR platforms, 2D & 3D level design, player progression systems (rewards, unlocks, etc.), UI design, simulation gameplay design, programming (C#, C++, Python, Java, JavaScript), and common design and development tools such as Adobe Illustrator, Photoshop, InDesign, and Git. Some experience with Maya.

Experience

Designer/Programmer (Super Soul Studio)

Aug 2015-Present

Sports History / Android / iOS

Implemented a dynamic UI that reads trivia questions/answers from a remote database and leaderboards. Miscellaneous design tasks.

Hazard Ridge / PC / WebGL

Designed and implemented various puzzles. Improved the overall UX while updating the game to function in WebGL.

Bluegrass Lean, Inc. / PC / WebGL

Worked closely with University of Kentucky professors to design and implement systems for accurately simulating a factory environment that evolves over the semester as students learn more efficient and safer ways of operating in a factory. Everything from the workstations in the factory to the UI transforms throughout the course to highlight the key points in the curriculum.

IF Play / Android / iOS / Google Cardboard

Designed three VR minigames directed towards people that have little-to-no experience with games, including all level design and gameplay elements. Created a progressive unlock system that allowed players to access new content by participating in IdeaFestival activities as well as playing the minigames. Researched and implemented third-party AR/VR solutions for Google Cardboard. Created a diegetic advertisement delivery system that is present in both the AR and VR minigames.

Xooker / Android / iOS

Gameplay and UI scripting and miscellaneous design tasks.

Education

Bachelor of Arts in Media Arts and Studies

University of Kentucky, Lexington, Kentucky, 2010-2015