

Jeff Wright

// Game Designer

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Los Angeles, CA, US

Skills

- | | | |
|----------|-------------------|------------|
| ■ C# | ■ Combat Design | ■ Perforce |
| ■ C++ | ■ Gameplay Design | ■ Git |
| ■ Scheme | ■ Havok Engine | ■ Maya |

Experience

Naughty Dog // Technical Designer June 2018 - Present

The Last of Us Part 2 / PS4

Gameplay scripting, combat encounter design, and puzzle design across two large sections of gameplay for a third-person singleplayer action-adventure survival horror game.

Worked with Directors to design and implement Trophies fitting to the game's theming.

Terrifying Jellyfish // Technical Designer Dec 2017 - June 2018

Nour / PC / Mac

Systems design for a game about playing with your food. Modified Unity to allow for the use of MIDI devices as controllers for the game. Created documentation and tools demonstrating the full use of the controller API. Added systems to allow for procedurally generated amorphous foods.

Interplay Learning // Gameplay Designer Jan 2017 - Jan 2018

Unified Framework / WebGL / HTC Vive

Designed and implemented gameplay for educational games used by Electrical Engineers at Tesla, Solar City, etc. in WebGL and VR. Created an asset pipeline that allowed Level

Designers to create scenes for both platforms in Unity.

Super Soul Studio // Technical Designer Aug 2015 - Nov 2016

IF Play / Android / iOS

Designed three introductory-level VR 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.

Kosmic Kart Racing / PC / Mac

Designed and implemented UFO kart racing physics, including altitude and rotation in response to player controls. Implemented keyboard and controller input. Added split-screen multiplayer support.

Education

Bachelor of Arts in Media Arts and Studies
University of Kentucky, 2015