Jesse Aldredge
Game Designer

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SKILLS:

Design
- Game Design
- Level Design
- Systems Design
- Narrative Design
- Design Documentation

Tools
- Unreal Engine 4/5
- Jira
- Confluence
- Perforce (P4V)

Development
- Visual Scripting
- Playtesting/Iterating
- Blockmeshing
- Gameplay Analytics
- Game Balancing
- Agile/Scrum
- Project Management
- Production

Soft Skills:
- Proactive/Initiative
- Time Management
- Leadership
- Team Collaboration
- Innovation/Creativity
- Problem-Solving
- Communication
- Critical Thinking
- Analytical Thinking
- Adaptability

EDUCATION

Full Sail University

Bachelor of Science in Game Design (B.S.)
August 2022 - December 2024
- GPA: 4.0
- National Society of Collegiate Scholars & Honor Society Member
- Course Director's Award: Interactive Technology & Technical Writing

ACADEMIC EXPERIENCE

cyber.EXEcution - Lead Designer   September 2024 - December 2024
- Conceptualized and prototyped a fast-paced action FPS, defining the core gameplay loop within the first month.
- Authored a 45-page design document outlining mechanics, narrative, and features, utilizing Confluence.
- Led a multidisciplinary team, managing tasks with Jira and conducting iterative playtests to refine gameplay.
- Scripted core gameplay systems, including the pistol mechanics, core movement, and enemy AI (melee and projectile types).
- Designed and implemented Level 1 with a focus on pacing, progression, and engagement.
- Directed art integration, ensuring assets aligned with the game's visual and thematic identity.
- Coordinated production workflows by managing sprints, tracking tasks through Jira, and ensuring deliverables were completed on time to maintain consistent progress throughout project lifecycle.

Dreamscape Hotel   July 2024
- Designed a surreal first-person exploration level, taking it from concept to prototype in three weeks.
- Authored a comprehensive design document and created level flow diagrams and top-down maps.
- Developed block-mesh environments, custom gameplay mechanics, and interactive dream sequences.
- Conducted playtesting and incorporated gameplay analytics to enhance player experience.
- Implemented iterative improvements based on feedback to refine games features, and level's design and narrative cohesion.

WORK EXPERIENCE

Porter - Hendrick Automotive Group, July 2023 - Present
Team Lead Manager - Pizza Hut, May 2020 - May 2023