

RESUME

Jordan Christison
Game Designer & Creative Writer
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Game Design

Through my studies at QUT, I have gained an extensive understanding of the core aspects of game design, chiefly game theory, level design, and narrative design. I have studied the impact of technology on society, as well as the evolution of games over time, and the roles games play in our lives. In my animation courses, I have created for myself a solid base from which to improve upon my skills, particularly in regards to character animation. I have plenty of experience using a number of design tools, such as Unity, Blender, Maya, and the Adobe programs. In my creative writing classes I have honed my abilities to craft stories and ideas, and have since implemented what I have learned into my online stories.

Work Experience

The Coffee Club, Ipswich Riverlink - Duty Manager, Head Barista, Waitress
2012 - 2019

- Supervised and trained all staff members
- Fostered a collaborative work environment, facilitated teamwork, improved communication between staff and management
- Reacted and adapted to constantly changing environment day to day due to pace of work and shifts in management whilst still achieving targets
- Assisted manager with operational aspects; daily and policy

Peachy Studios - Co-Producer, Game Designer, Narrative Designer
2018

- Worked in collaboration with an industry partner - The Endeavour Foundation
- Conducted meetings and site visits, gathered research on target audience and appropriately catered to requirements
- Operated in a producer role, maintaining consistent progress of project and provided weekly updates in verbal report format
- Aided in design and construction of every game asset
- Created story-line and dialogue options

Education

Queensland University of Technology
2016 - present

Bachelor of Games and Interactive Environments – 2019

Major: *Game Design*

Minors: *Animation, Creative Writing*

Awards

Toastmasters International, Youth Speech Competition
Finals: *First Place*
Semi-finals: *Third Place*

Skills

Technical Skills

Understanding of Game Theory

Unity

Unreal Engine

Blender (Modelling)

MAYA (Modelling & Animation)

Adobe After Effects

Creating Animated Sequences

UV Unwrapping & Texturing of Assets

Mastery of the English Language

Creative Writing (Story, Characters, Items, Plot)

VR Experience

QA Testing

Character Animation & Rigging

Adobe Photoshop

Adobe Illustrator

Public Speaking Experience

Interpersonal Skills

Verbal and Non-Verbal Communication

Active Listening

Critical Thinking

Problem Solving

Creativity / Creative Thinking

Respectful and Appropriate Attitude

Patience

Collaborative / Advanced Teamwork

Management and Leadership

Mentoring

Motivated and Encouraging

Time-management

Diligent and Responsible