

Jake Seide (Systems/Gameplay Designer)

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SKILLS

- Scrum Master Certified
 - Proficient with Unity Engine
 - Proficient with Unreal Engine & Blueprints
 - C++, C#
 - Version Control (Git)
 - Knowledge of Design Patterns for Product/UX design
 - Advanced Knowledge of Gameplay and Systems Design
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EDUCATION

Champlain College, Burlington, VT

Expected Graduation: May 2022

Pursuing a Bachelors of Science in Game Design with a Minor in Game Programming

PROJECTS

Achromatic

First-Person, Single Player Horror-Puzzle Game

Product Owner & Systems/Gameplay Designer

Fall 2021 - Current

Designed and documented all systems and gameplay. Currently working with a team of 18 talented developers to create a visceral horror experience. Quickly iterated gameplay and levels to fit our team's collective vision for the game based on data from QA testing.

Escape From the Bodysnatcher

Third Person, Multiplayer Asymmetric Action Game

Systems/Gameplay Designer (Remote)

Spring 2021

Learned Unreal Engine 4 editor and blueprint system. Worked with a team of seven other talented game developers for the 2021 Ubisoft Game Lab Competition. Designed the primary gameplay loop and UI featured in the game. **Nominated for "Best Game Design"** at the end of the competition.

Maneki Adventure

Third-person, Single Player Puzzle Game

Systems/Gameplay Designer (Remote)

Summer 2020

Collaborated with a team of ten other talented game developers. Learned to effectively communicate with other gameplay and narrative designers remotely. Contributed to the design of the potion crafting system and UI. Worked with other designers to make simple puzzles/environments to show off our mechanics.

WORK EXPERIENCE

Emergent Media Center

Programmer

August 2021 – December 2021

- Learned to apply my programming skills to work on a VR game in a professional environment.
- Effectively communicating with my coworkers and leads to avoid merge conflicts.
- Working to refine previously implemented gameplay features to get them ready for testing.

Emergent Media Center

August 2019 – May 2020

Human-Centered Designer

- Documented emerging technologies in order to present them to a team of co-workers.
- Researched and prototyped product designs to assist people with visual disabilities with crossing the street.
- Promoted from Technical Intern position to Human-Centered Designer.