# KEITH JORDAN

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## SUMMARY
Skilled Game Designer specializing in narrative content including story writing, narrative systems, and pacing development; more than 5 years working in the Unity Engine.

## SKILLS & ABILITIES
- Highly skilled in writing dialogue, stories, and character development for games.

- Experience leading and assisting game projects in Unity Engine from small projects to indie games.

- Spent 4 years developing/researching content for characters and interactions to work for narrative projects in First Person View for Computers/Consoles/VR.

- Proficient in SketchUp, Maya, Twine, Illustrator (for Prototyping/Storyboarding)

## RELEVANT EXPERIENCE
Game Designer/Team Leader, Independent (Orbital Round Bits), July 2013-December 2016

- Created 16 different Orbs including abilities from scratch to 2$^{nd}$ beta project.

- Designed and implemented over 40 custom levels for Classic, Multiplayer and Challenge stage.

- Wrote samples of story concepts to add for DLC in game including Story Mode for Origin of ORB.

Game Designer/Team Leader, Independent (Post Explorers), February 2013-May 2013

- Created 15 dialogue scenarios for interaction for players in the custom QR Codes.

- Designed 10 puzzles and 3 mini games in the QR Codes to activate dialogue scenarios.

- Researched with LIU Post Historian to fact-check game with historic campus; raised awareness of campus for students by 40%.

Game Design Intern, E-Line Media LLC (GameStar Mechanic Software), October 2012-December 2012

- Created 10 narrative levels for unlocking sprite packs for Spooky, Winter, and Adventure packs; most popular level created: Zombie Reign of the Spooky Challenge.

- Designed 20 levels for players to fix for Apprentice program, increased interest in GameStar Mechanic program program by 40%.

- Cleared 100+ Apprentice Badges cues a day helping lead game designer to focus on other projects.

- Created 5 clear game specifications for future uses of GameStar Mechanic software packs.

Usability, Engender Games Group Laboratory (Flu Busters), October 2011-February 2013

- Compiled 3 storyboard sets of how the game was to function for the children; tested on 5 groups.

- Facilitated 3 test groups in public schools located in the Bronx, New York; about 95% of the children would take the flu shot because of the narrative scenarios created by myself.

- Put together voice audio files before first demonstration to Winthrop Hospital after an accidental corruption in project.


**EDUCATION**
Bachelor of Arts (English): The City University of The City College of New York

- Concentration in Creative Writing

- Published Poem, "Because I Did Not Stop Him": http://kalexjordan.net/projects/project_01/index.html.

Master of Arts (Digital Game Design and Development): Long Island University C.W. Post Campus

- Concentration in Design (Game Play Design, Storyboarding/QA, Educational Games)

- Long Island University Frontier Award: For outstanding work done during E-Line Media internship.

- LIU Advertisement, "Find Out How Good You Really Are": http://kalexjordan.net/images/keith2.png


**OTHER ACCOMPLISHMENTS**
- Earned Eagle Scout Rank Award from the Boy Scouts of America (Troop 748 of the Bronx).

- Created adventure game, Urban Knotters, to help my Boy Scout Troop learn their Scout knots.

- Lead as Assistant Scoutmaster/Scoutmaster of my home Boy Scout troop for 9 years.

- Featured games at events including Game Dev of Color, IndieCade East, and Playcrafting NYC.

- Re-created Angry Birds in real life for events for Boy Scouts, schools/organizations, and MagFest.

- Re-created Battleship in real life for a 7th grade class to help them learn latitude and longitude.

- Founded and led video game cubs in High School, Undergraduate, and Graduate School.

- Volunteer at events like Liberty City Comic Con, IndieCade East, and Games For Change Festival.

- Created a KeyBlade from Kingdom Hearts using only sticks, rope, and lashing knots.