



## CONTACT

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## SKILLS

- Project Management
- Cross-Disciplinary Communication
- Leadership & Team Management
- Time Management
- Agile Development Process
- Critical Thinking
- Communication Facilitator
- Game Production Pipeline
- Publishing

## SOFTWARE

- Trello/ClickUp/Jira
- Google Sheets/Excel
- Perforce/Git
- Unreal Engine 5
- Unity
- Maya
- Adobe Creative Cloud Suite
- Motion Builder 2025
- Google Powerpoint
- OBS

## LANGUAGES

- English

# JORDAN REYNOLDS

## GAME PRODUCER

### EXPERIENCE

- **Capstone Project at University of Utah: Clay Beats** 2024-Present  
**Producer**  
Team of 30 members
  - Develop and manage strike teams to create and maintain an efficient development pipeline.
  - Work in-engine to design a master material with the head artist, eliminate bugs, and assist with organization.
  - Publish ClayBeats on Steam from start to finish. Creating an LLC, preparing taxes, and going through the Steam pipeline to publish a game.
  - Generate a healthy environment for productive and serious communication.
- **Junior Year Project: Frankenstein Body Builder** Summer 2024  
**Producer and Designer**  
Team of 5 members
  - Utilized Agile Development Process to create a game in under three months.
  - Facilitated serious conversations to keep the game in scope.
  - Held weekly meetings to ensure steady progress.
  - Modeled art assets.
  - Designed several levels including mechanics that build onto each other.
  - Incorporated music and sound effects.
- **Junior Year Project: Red Flag Green Flag** Summer 2024  
**Producer and Artist**  
Team of 5 members
  - Created an effective asset and work pipeline to create a game in less than one month.
  - Modeled various art assets.
  - Researched scholarly papers to assist in creating an alternative game.

### RELEVANT EXPERIENCE

- **University of Utah Marching Band** 2020-2023
  - Organized, assigned, upkept, and managed marching band uniforms for over two hundred people.
  - Identified and resolved issues with uniforms.
  - Repaired and cleaned uniforms.
- **Teach and promote clean air in Utah** Spring 2023
  - Taught economically disadvantaged 8th-12th grade students in Utah about air pollution and how to construct cost-effective DIY air purifiers.
  - Worked with five other students and the National Basketball Association to create a five-month plan to achieve our goals.
  - Met with H&V to ensure partnership and secured funding and resources for our project.

### EDUCATION

- **University of Utah, Salt Lake City, UT** 2020-Present
  - Bachelor of Science in Games, Entertainment Arts & Engineering
  - Minor in Environmental and Sustainability Studies