

My portfolio

is a showcase of my game development and design work to the Games & Interactive Media department at MSU and the world at large.

My portfolio showcases my work and, in doing so, demonstrates my skills across different areas of video game production. Projects are sorted into school-related and non-school-related sections to show users what I have done on my own time and can do in a work environment. Screenshots and videos of each project are provided in a simple-to-use slideshow format. Software used for creation, source code, the skills at play, and my responsibilities for each project are listed below the visuals. Finally, users are able to contact me via different social media platforms at the bottom of the page.

Personas:

Industry Veteran / Recruiter

A professional with many years of experience in the games industry under their belt. They enjoy working in this profession. They know what to look for in a potential hire, and are serious and honest about recruiting new studio members. They value self-motivation, multidisciplinary talent, strong work ethic, and effective communication.

Program Director (Game Dev @ MSU)

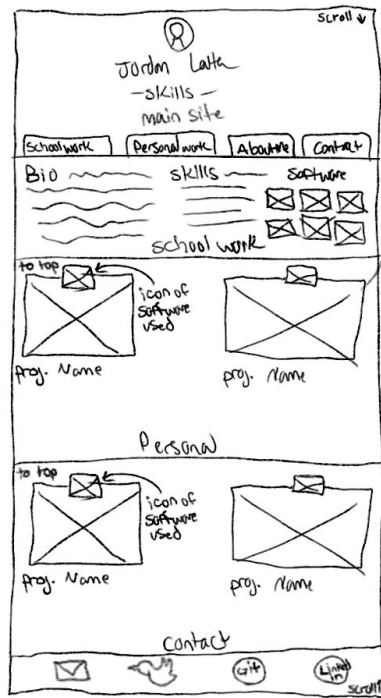
A professional, again, with many years of experience. They know what employers will look for in potential hires. They know what skills and qualities it takes to succeed in the games industry. They will choose those for their program who they know have potential to do well. They are honest and value the same things as an industry veteran, along with passion and drive for creating video games.

Competitors:

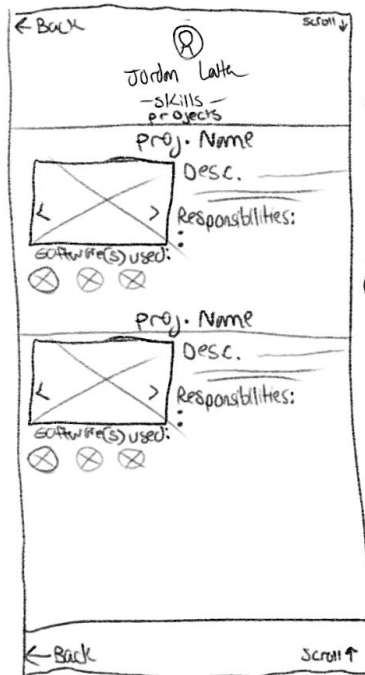
Others applying to MSU's game development program

Others online with game development portfolios

Pre-production Design Deliverables: Wireframes



click



Viewing work:

Main site
scroll or click
a tab (school-
work/personal)

Projects section
click desired project
click undesired proj.

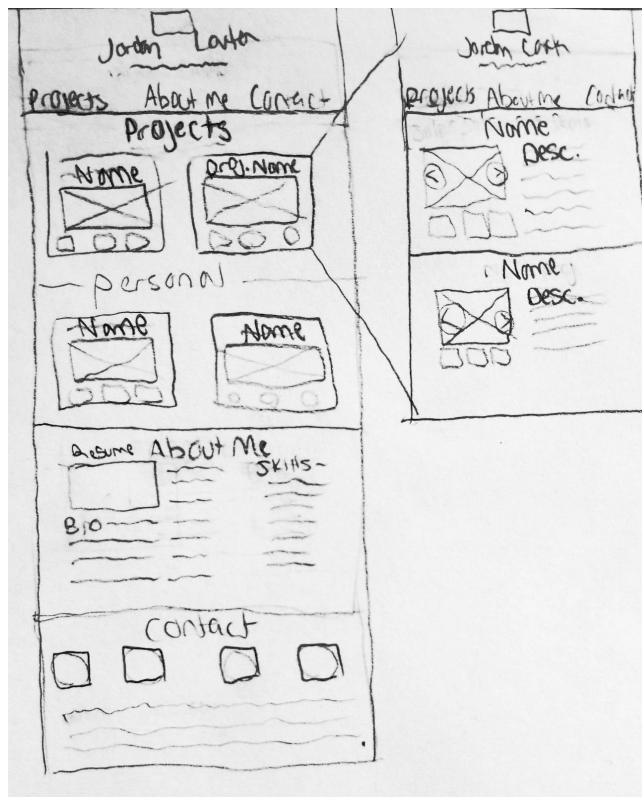
Contact me:

Main site
scroll or click
contact tab

contact section
click an icon
Click wrong icon

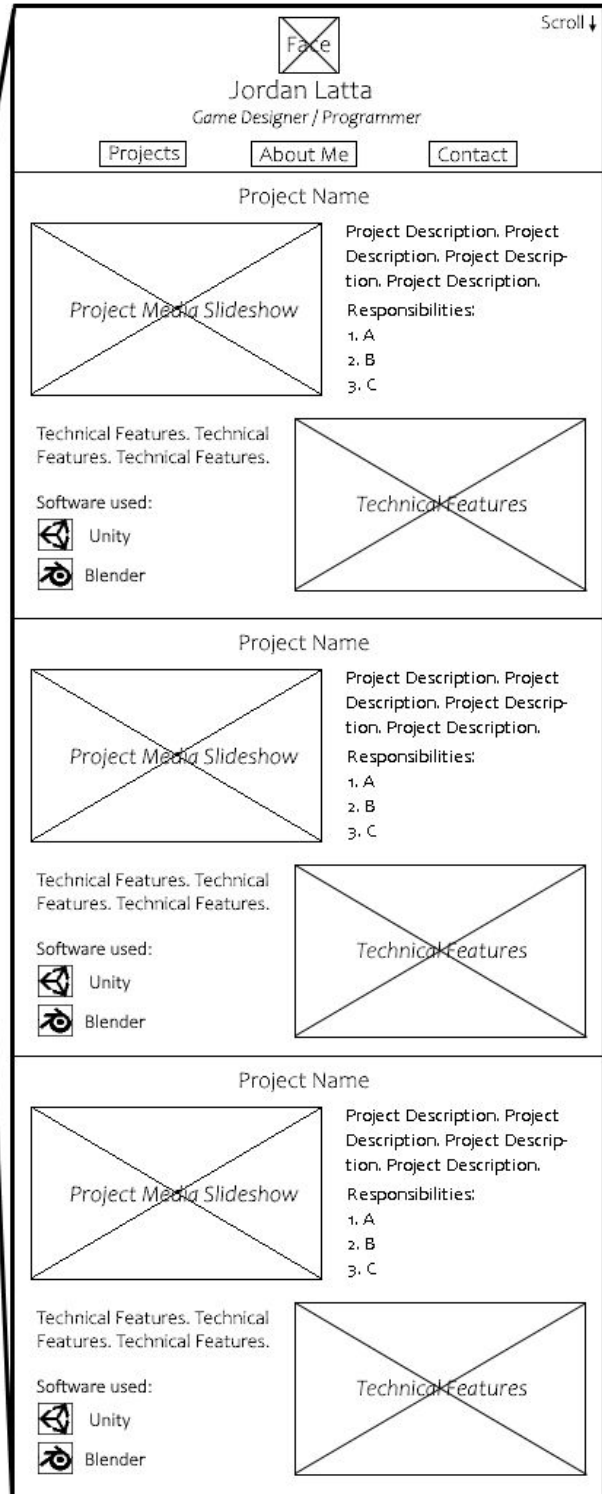
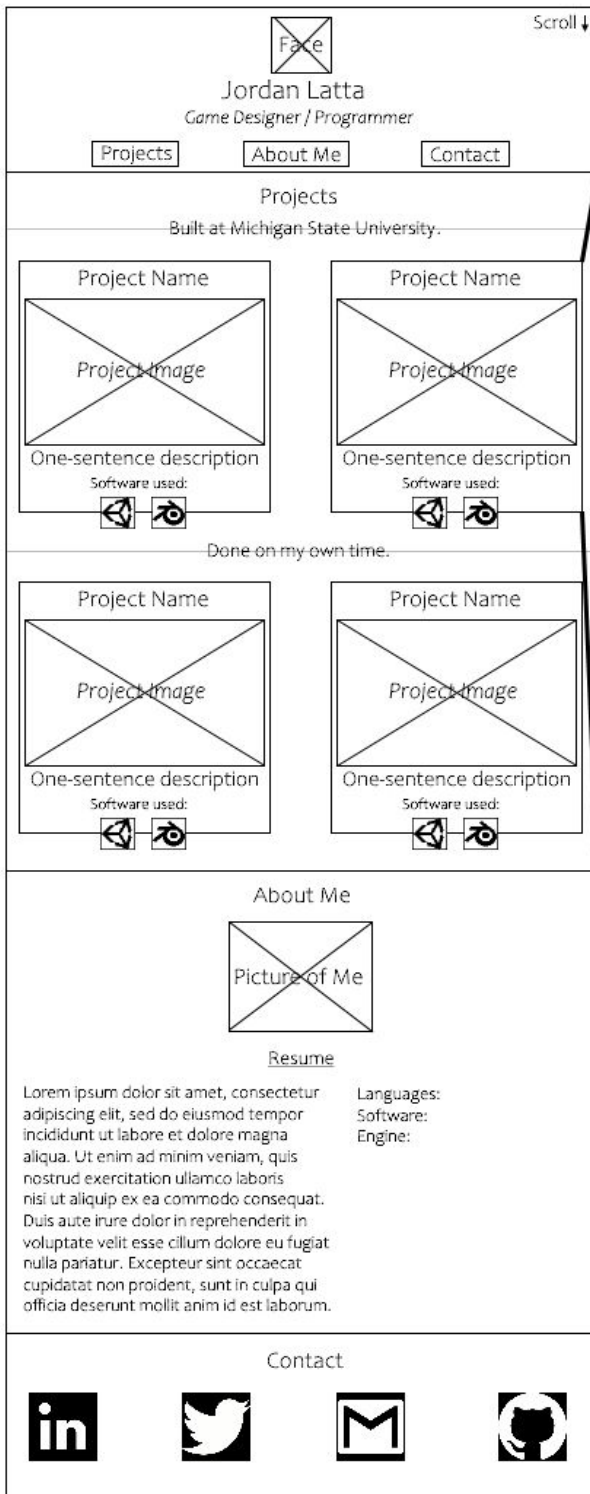
Know about me:

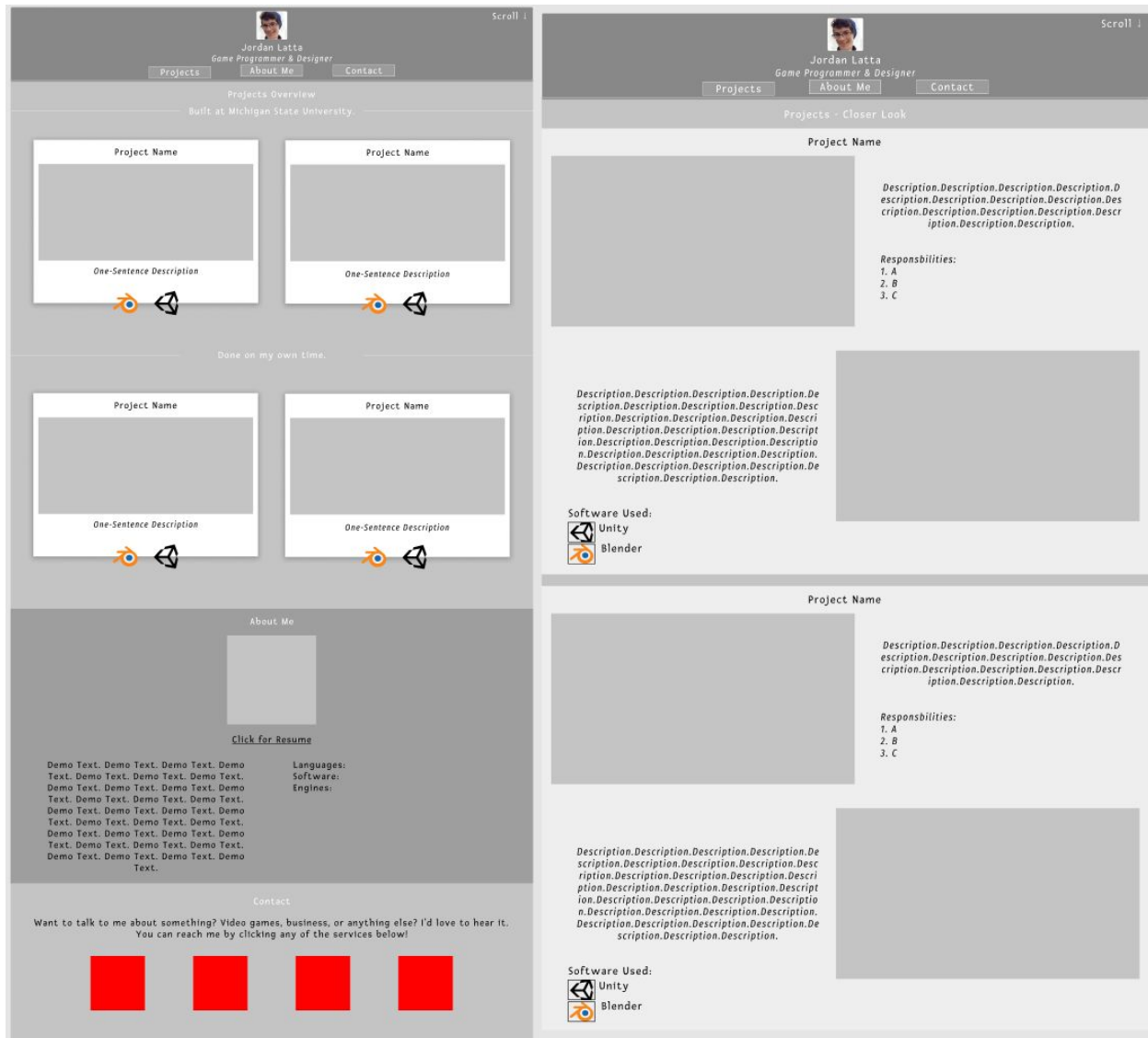
Main site
scroll to/click
about tab



The first wireframes & flows of the site. At this stage, the goal of this site is to be easily added onto without breaking its design. This portfolio is designed to be long-standing, with new projects and such being easily added over time.

Pre-production Design Deliverables: Comps



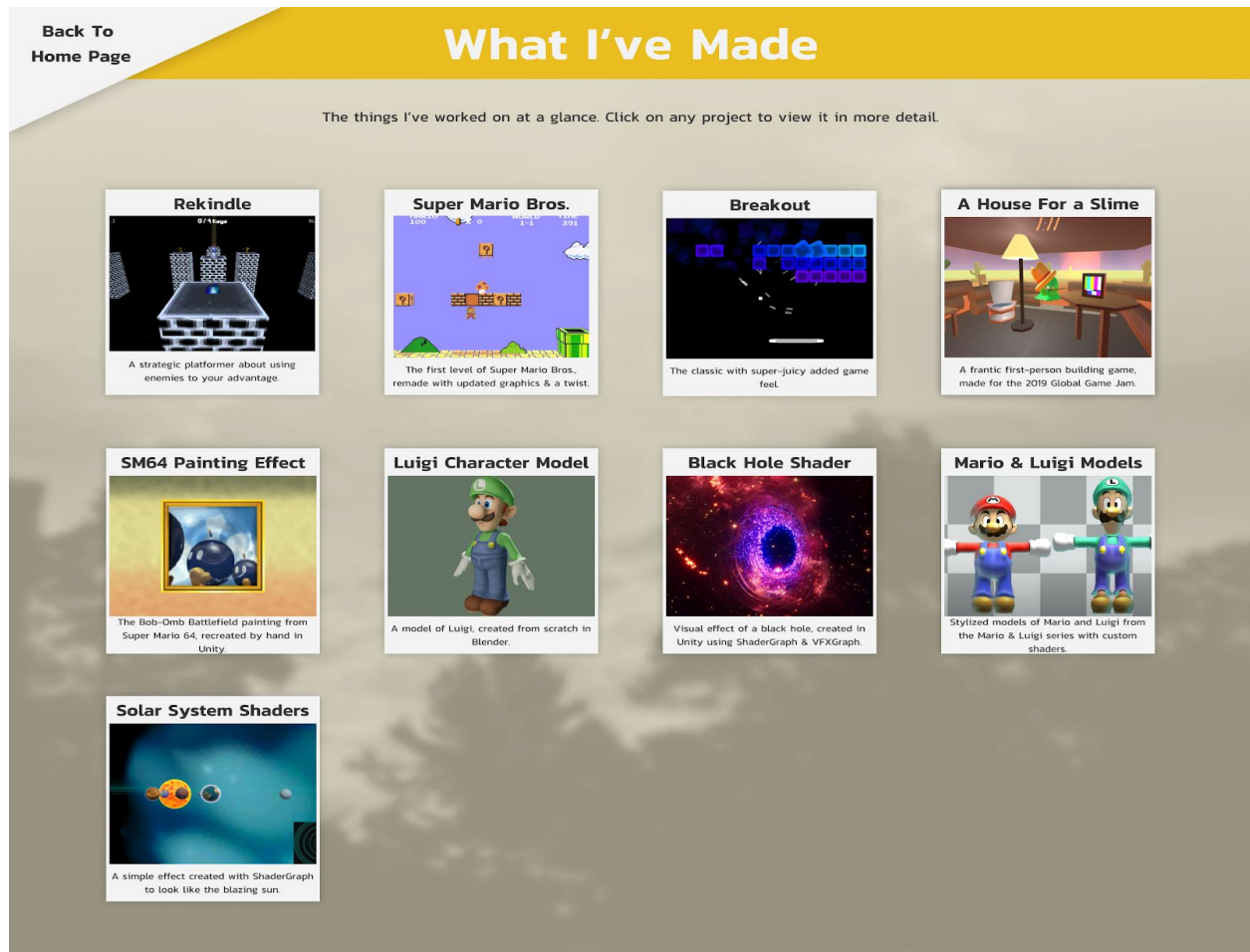


The design of the wireframes has been refined slightly and solidified into a more professional-looking form.

Design principles were established:

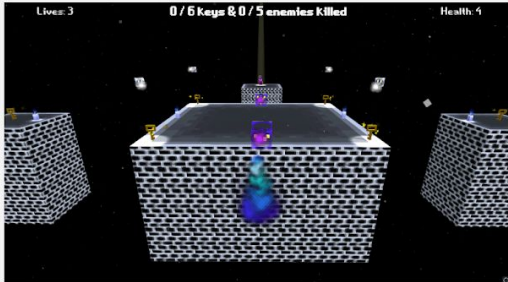
- That the site's audience (recruiters and employers) are able to find what they are looking for with ease.
- The site is expressive of my personality and appropriately demonstrates what I am capable of in terms of visual design.
- The most relevant information is shown in the most intuitive way.
- The site must be easily expanded upon without breaking the visual design.
- The site is visually unique and well-designed to stand out against competing portfolios of its kind.

Pre-production Design Deliverables: Final Design



What I've Made: a Closer Look

Check out screenshots/videos, descriptions, roles/responsibilities, and technical features of projects I've worked on.



Rekindle

Rekindle is a strategic 3D platformer about playing as a flame. Planning your jumps and using enemies to your advantage is the name of the game! Roll, jump, and boost your way through five levels. Try not to be snuffed out!

Responsibilities

- > All assets except the music
- > Enemy logic programming
- > Character Controller Programming
- > Game Logic Programming

Software
Used:



Super Mario Bros. Remake

A remake of the classic made for class, with updated graphics and an added powerup-- the Mega Mushroom.

Responsibilities

- > 3D environment assets
- > Player controller programming
- > Mega Mushroom & interaction programming
- > Question Box interaction programming
- > Enemy logic programming
- > Player/enemy interaction programming
- > Player/powerup interaction programming
- > Player death animation

Software
Used:



Technical Features

- > All environment assets '3D-ified' by me, with normal maps to go along with each tile
- > Character controller programmed to feel nearly identical to the original game
- > Mega Mushroom powerup - can destroy nearly all environment elements in a fun way
- > Procedural power-up/power-down animation



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Home Page](#)

About Me

Hi, I'm Jordan Latta. A game programmer & designer.



I'm a hardworking person with a passion for video games. I love to study them, play them, design them, and program them. Alongside those, I enjoy going on hikes, drawing, playing the piano, and learning new skills. I'm dedicated to creating fun & interesting experiences.

Languages



Resume

Software



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Home Page](#)

Get in Touch

Want to get in touch? Have a business inquiry, or just want to talk?
Feel free to reach out to me at any of the services below. Click the images to be linked to the services.

Email



GitHub



Twitter



The design from the comps has been heavily reworked with the established aforementioned design principles in mind. It communicates the most important information in an intuitive and unique way that will appeal to the target audience & allow them to easily find what they need. It is evocative of my personality, boldly demonstrating what I am capable of in terms of UX and visual design.