



Jordan Peterson

Contact

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General Skills

- Strong attention to detail
- Highly organized
- Excellent written communication

Game Design Strengths

- Systems Design
- Design Documents
- Programming
- Configuring Content
- Troubleshooting
- Quality Assurance
- Worldbuilding
- Story-dictated Gameplay

Tool and Program Proficiencies

- Operating Systems
Windows, macOS
- Game Engines
Unity, Unreal
- Version Control
GitHub, PlasticSCM
- Scripting and Programming
C#, C++, Java, Unreal Blueprints
- Document Editors
Microsoft Office, Google, Adobe
- Mediawiki

Profile

Jordan is a multidisciplinary game designer passionate about enhancing player experience with intuitive and satisfying gameplay features. He has led development teams and contributed to system and content design across multiple game projects, bringing a solid foundation in game design principles and experience in collaborative environments. Jordan thrives on creative problem-solving and is eager to refine his skills.

Education

B.S. in Simulation and Game Design – Summa Cum Laude

University of Baltimore (2019 – 2021)

• Capstone Game – Course: Game Development Project I & II

- Game: “Tower of Babel” - Single-player, Action-Adventure RPG, turn-based team vs. team combat, fantasy, low poly.
- Led a dev team, coordinating and overseeing group progress.
- Integrated other’s work and assets into the final project.
- Developed systems: game saves, turn-based combat, dialogue, quests, dynamic tooltip generation, and backend infrastructure for modular configuration of characters, items, stats, and abilities.
- UI: Responsible for UI layout, functionality, populating content.
- Content: Created items, abilities, scripted dialogue and quests.
- Organization: Standardized assets organization into prefabs & folders.
- QA: Performed quality assurance and bug fixing.
- Optimized levels and built the game for multiple platforms.

• Prototype Journal – Course: Designing for Humans

- Topic: “Yelp users complain that it is too hard to find a restaurant’s menu.”
- With a group, developed a solution to a user experience complaint.
- Performed Root Cause Analysis and information gathering to reframe the problem and identify more pointed, actionable problems.
- Generated and evaluated possible solutions before selecting and justifying several optimal solutions.
- Implemented our solutions by designing updated interface mockups.
- Evaluated our solutions to see how well they met our standards and addressed the original complaint and the problems we identified.

Work Experience

Cedar Ridge Community Church Burtonsville, MD

- Bookkeeper (August 2023 – Current)
- Custodian (June 2017 – Current)

Montgomery College Rockville, MD

- Tutor (May 2018 – June 2019)