

# JORDAN KLEIN

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## EDUCATION

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### University of Southern California

Los Angeles, California

Bachelor of Arts, Interactive Media & Games

School of Cinematic Arts

Bachelor of Science, Business Administration

Marshall School of Business

Thematic Option Honors Program

## WORK EXPERIENCE

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### Sledgehammer Games – Call of Duty WWII

Foster City, CA

Development Coordinator (MP)

May 2016- Present

- Created, prioritized, and assigned tasks to Env Art/Lighting/VFX teams to reach final art for 14 levels
- Managed database processes/tracking to deliver builds for E3/Submission/Post-Launch milestones
- Spearheaded studio-wide pipeline improvements for Check-In Approval and Live Update processes
- Trained Producers to create custom fields, workflows, dashboards, and Groovy scripts in JIRA
- Wrote MP team communication to studio including burndown reports, dev updates, and playtests

### Mindshow, Inc.

Los Angeles, CA

User Testing Coordinator

Feb. 2016- May 2016

- Designed user testing lab to capture tester body language, facial expressions, and VR gameplay
- Generated user testing summary reports with recommendations for design, art, and UI

### Electronic Arts – The Sims 4

Redwood Shores, CA

Production Intern

May 2015- Aug. 2015

- Led asset cataloguing and bug regression for the Character Creator feature for 4 expansion packs
- Designed, produced, and implemented Character Creator Outfit Presets for 2 expansion packs
- Drove creative dev and implementation of 2 environmental gameplay features for Gamescom

### Activision Publishing – Skylanders Trap Team

Santa Monica, CA

Production Coordinator Intern

May 2014- Aug. 2014

- Managed studio-wide build requests and delivery for 7 platform SKUs
- Drafted game manual, walkthroughs, and final submission documentation for all platforms
- Created weekly bug regression reports to project developer's progress toward submission deadline

## PROJECT EXPERIENCE

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### Bloom – GDC Student Showcase Participant

May 2013- May 2014

Lead Producer

- Led 65 person development team spanning 10 countries to release 2.5D puzzle platformer
- Developed project roadmap and prioritized tasks to reach 75 minutes of content
- Grew volunteer-basis team from 25 to 65 by recruiting in person and via Skype

## SKILLS

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**Production:** JIRA, DevTrack, Hansoft, MS Project, VBA, Groovy, Perforce, SCRUM

**Game Dev:** Unity, C#, Usability Testing, User Experience Design