

JORDAN DENESHA

GAME DESIGNER · LEVEL DESIGN · UNREAL BLUEPRINTS

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Game designer with a **B.S. in Game Design (Cum Laude, Full Sail University)** focused on level design and gameplay scripting in **Unreal Engine**. Four years as a U.S. Navy Aviation Ordnanceman, including service as a **Safety Lead** on an aircraft carrier flight deck, taught me to plan carefully, communicate clearly and deliver under pressure. I bring that discipline to building levels that are readable, well-paced and fun to play.

GAME PROJECTS

Deadzone: Level Designer & Gameplay Scripter Full Sail University
Borderlands-style action RPG shooter · Unreal Engine 4 · 5-person team · 2-month production

- Owned a full playable level from concept and blockout through final art, designing layout, flow and combat spaces.
- Built the level's environment assets and dressed the space to guide players and support the game's tone.
- Scripted multiple movement-path systems in **Unreal Blueprints** to drive traversal and pacing through the level.
- Coordinated tasks and kept meeting and QA logs in Jira/Trello; ran bug-fix and polish passes before each milestone.

EXPERIENCE

Instacart: Independent Contractor (Shopper) Feb 2025 – Present

- Manage my own schedule and route to fill orders accurately and on time; talk with customers in real time about substitutions.

Kitsap Auto Outlet: Customer Service Representative Oct 2024 – Jan 2025

- Sold used vehicles and kept inventory quality high, responding quickly to customer needs and making fast decisions.

Delphinus Engineering: Engineering Technician Feb 2020 – Jun 2021

- Dual-qualified in lightweight and heavyweight torpedo maintenance, where precision and attention to detail were critical.
- Worked closely with engineers to diagnose and solve technical problems across multidisciplinary teams.

U.S. Navy: Aviation Ordnanceman Feb 2016 – Feb 2020

- Accountable for an inventory of **10,000+** ammunition and weapons support items with zero tolerance for error.
- Served as **Safety Lead** for complex ordnance evolutions, directing teams through high-risk, time-critical operations.
- Operated on an aircraft carrier flight deck, moving ordnance up to 2,500 lb between the hangar bay, magazines and aircraft.

DESIGN SKILLS

Level Design
Blockout / Greyboxing
Gameplay Scripting
Player Flow & Pacing
Playtesting & QA
Bug Triage
Design Documentation

TOOLS & LANGUAGES

Unreal Engine 4
Blueprints
C++
C#
Object-Oriented Programming
Jira
Confluence
Trello

EDUCATION

B.S. Game Design

Full Sail University
Winter Park, FL · 2016 – 2023
Graduated Cum Laude

STRENGTHS

Leadership under pressure

Navy Safety Lead on a carrier flight deck

Detail & quality

Dual-qualified torpedo technician

Team player

Cross-discipline work with engineers, artists and programmers