

# Jesse Hibbs

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## Summary

I'm a passionate designer, excited to work in the game industry doing what I love. I'm looking for a position that lets me make use of my skills and helps me grow as a creator.

## Professional Experience

### **Game Designer** - Turn10

Jan 2019 - Present

- Maintained 3 systems of a **live game** to keep content fresh
- Collected player feedback and created content to improve player experiences
- Wrote and updated **design documentation** enabling other teams to best take advantage of design resources

### **Design Intern** - ArenaNet

Aug 2017 - Sept 2018

- Designed, refined, and implemented **combat systems**
- Worked with tools and art teams to create a unified design
- Designed **Paper Prototypes** to explore new design spaces

### **Proofreader, Writer** - Green Ronin

May 2016 - Sept 2016

- Wrote and proofread professionally published content
- Communicated and coordinated with 15 people remotely

## Skills

- Systems Design
- Combat Design
- Rapid Prototyping
- Games as a Service
- Design Docs
- C++
- Visual Studio
- Unity
- Unreal
- Perforce
- Git
- Agile Development
- JIRA
- Confluence
- Excel

## Student Projects

### **Programmer, Lead Designer** - Penny Blue Finds A Clue

July 2016 - May 2017

- Shipped game nominated for the **IGF Best Student Game Award** in **Unreal**
- Created prototype content to begin iterating quickly

### **Programmer, Designer** - Poltergeist

Sept 2014 - May 2015

- Learned and implemented **pathfinding** and **AI** in **C++**
- Worked on core systems of an in-development engine

## Education

**Bachelor of Science in Computer Science in Game Design** - DigiPen Institute of Technology  
Apr 2017