



TECHNICAL DESIGNER

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Education:

M.S. in Interactive Entertainment
2016 - 2017

Florida Interactive Entertainment Academy



B.S. in Computer Science
2013 - 2016

Florida Atlantic University



Skills:

Languages:

C# ●●●●●●
C++ ●●●●●●
UE4 BP ●●●●●●
Lua ●●●●●●

Engines:

Unity ●●●●●●
UE4 ●●●●●●

Misc Tools:

Miro ●●●●●●
Visual Studio ●●●●●●
Figma ●●●●●●
Perforce ●●●●●●
Maya ●●●●●●
Wwise ●●●●●●

Awards / Achievements:

Graduated undergraduate as Magna Cum Laude, at the age of 18

Rated 2nd of 70 in "Easiest to Work With" by graduate school peers

Developed Arachnophobia Mode, a feature nominated for "Innovation in Accessibility" at TGAs 2020

Projects:

***Sunderfolk* | Principal Technical Designer | Jan. 2023 - Current**

3D Co-op Tactics RPG | PC, PS5, XBOX, Switch | Unity + Proprietary Tools

- Innovated on a co-op "town experience" within a unique playscreen paradigm that appealed to and united diverse player archetypes
- Architected 4 distinct equipment systems and created over 250+ entries of unique content within those systems for a 20+ hour playtime

***The Dragon Prince: Xadia* | Sr. Technical Designer | May 2021 - Jan. 2023**

3D Co-op ARPG | PC, iOS, Android | UE4 + Proprietary Tools

- Directed development of endgame "Raids", which required interweaving *The Dragon Prince* IP goals into design and mechanics
- Advanced fellow developers' technical skills through mentorship, and advocated for a driven QA dev to be transferred onto the Design team

***Grounded* | Technical Designer | Nov. 2019 - May 2021**

3D Co-op Survival | XB1, PC | UE4 | TGAs 2020 Innovation in Accessibility Nominee

- Championed new *Arachnophobia Mode* accessibility feature that empowered arachnophobic players to better engage with the game, utilizing data from studies co-developed with Microsoft Research Labs
- Drafted design for a creature auditory perception system, then balanced system based on data from live operation

***The Outer Worlds* | Technical Designer | Oct. 2018 - Nov. 2019**

3D FPS RPG | XB1, PS4, PC | UE4 + Proprietary Tools | TGAs 2019 Best RPG Nominee

- Built a pipeline for chatter VO focused on reusability, tightening narrative focus, saving memory, and optimizing VO recording costs
- Constructed and maintained an editor tool that enabled the audio design team to mass populate maps with ambient emitters, accelerating the delivery of a major audio feature from 3 months to 2 weeks
- Researched a new audio spatialization feature, then created and taught others its development pipeline to enable full feature production

***God of War (2018)* | Technical Designer - Audio | Aug. 2017 - Feb. 2018**

3D Third-Person Action Adventure | PS4 | Proprietary Engine | TGAs 2018 Game of the Year

- Collaborated with Audio Designers to implement systems that drove sound via various game-object attributes, expanding design potential
- Developed a process to modify values on exclusive-checkout files via LUA script, enabling the audio team to work in parallel with other teams

***Hollowed* | Technical Designer | Dec. 2016 - Aug. 2017**

2.5D Story Platformer | PC | UE4 | TGAs 2017 Best Student Game Nominee

- Coded an easier-to-use pseudo-matinee blueprint tool to lerp actors' transforms and rotations that sped up puzzle creation time by 83%
- Established *Project Polish Productions LLC* to allow the team to publish the game on Steam