

Jackson Johnson

SKILLS	EXPERIENCE
Systems Design Level Design Documentation Project Management Creative Thinking	iCode Technical Lead (Instructor) <i>October 2023 - Present</i> <ul style="list-style-type: none">Responsible for educating students K-12 in various STEM disciplines.<ul style="list-style-type: none">HTML, C#, XAML, Python 3, 3D Animation, Video Editing, Robotics and Game Development.Maintaining order in the classroom. Being empathetic yet assertive to control the situation.Soft selling our services to customers through classroom trials.
Instructor Conflict Resolution Sales Unreal Engine 5 Unity Godot 4 C# GD Script Slack Jira GitHub Microsoft Office Adobe Suite	WolverineSoft Studio Game Designer <i>August 2023 - May 2024</i> <ul style="list-style-type: none">Games<ul style="list-style-type: none">Tails of War (Tactical RPG)Corrupt Eldritch Order C.E.O. (2D Action Platformer)Utilize my experience of multiple design disciplines.<ul style="list-style-type: none">Unit & Combat Design: Designed combat, unit stats, damage calculations and balancing army composition for <i>Tails of War</i>.Level Design: Constructed dozens of individual rooms with unique combat and platforming challenges for <i>C.E.O.</i>Reported weekly updates to my design lead about deliverables, progress and scope.Communicated with multiple disciplines on what art, music and programming needed to be implemented for our designs.Designs for both projects were constantly iterated upon. To improve gameplay and or shift game feel. Education <ul style="list-style-type: none">Bachelor of Arts - Games & Interactive Media - Michigan State University Class of 2022Project management Certification - Grand Valley State University - Aug 2024