

JORDAN DELEON

Woodbridge, VA | jdeleon6@masonlive.gmu.edu | (703) 881 6561

SKILLS & ABILITIES

- Established talent for making clean-looping and personality-charged gameplay animation across a variety of characters.
- Gameplay-first mentality, shown by prioritizing the posing and timing of characters based on how they will be seen and perform in-game.
- Exhibits a strong understanding of the fundamental principles of game animation.
- Conceptualizes character functions, personalities, and abilities.
- Team-oriented and aware of the needs of neighboring disciplines within the production pipeline.
- Well-versed in the 3ds Max character studio, to rig and skin for in-game characters/props.

EXPERIENCE

GAMEPLAY ANIMATOR | LEGENDS OF LEARNING

JUNE 2018 – PRESENT | 1 SHIPPED TITLE

- Created animation sets for heroes based on a hero's bio and their character ability guide.
- Lead the production of character abilities/personalities and how they will be adapted into in-game animations.
- Collaborated with the Art Director to refine game animations and hero-character-traits to maintain consistency between the initial vision and what was best for the final product.
- Diagnosed and resolved issues with character rigs/skinning.
- Conducted research to form visual reference libraries to pre-visualize animation sets and character performance.
- Evaluated and reworked existing animations to maintain uniformity across all animations.
- **Impact: The quality of my animations, bridged the gap between the technical work behind the scenes and the visuals up front to exceed the project's schedule and performance goals while creating an accessible and visually appealing product for our audience.**

QA INTERN | VIRGINIA SERIOUS GAMES INSTITUTE

JAN 2017 - APRIL 2017

- In charge of daily game and website testing for various projects including a drone simulator, and MMO.
- Played through resident company games and products in a way that exposed bugs or usability issues.
- Recorded bugs along with any information needed to recreate and fix them.
- Continually fixed and updated bug database, by adding and organizing new content as appropriate.

- Worked with team members of resident companies to find, recreate, and prioritize specific 'high-priority' bugs in order to prepare game builds to meet critical production deadlines.
- **Impact: My work ensured that our game products functioned as intended with as few bugs as our production deadline allowed.**

ASSISTANT INSTRUCTOR | MASON GAME & TECHNOLOGY ACADEMY

SUMMER 2015 - SUMMER 2016

- Helped instruct the "Intro to Game Design Classes" as well as the "Art and Animation Courses".
- Taught students how to effectively use a game engine, to work in the game design pipeline, and how to create/implement assets.
- Taught students how to create a game character from concept to model, rig to animation, and final implementation.
- **Impact: My assistance created a safe, knowledge-rich environment for students to learn modern, game art creation techniques; which for many served as their first foray into the game development industry.**

EDUCATION | GEORGE MASON UNIVERSITY | FAIRFAX, VIRGINIA

COMPUTER GAME DESIGN B.F.A | MAY 2018

- Created animations for various projects including a 3rd person shooter, 1st person dungeon crawler, and 3D platformer.
- Collaborated with programmers, game designers, and artists to complete game projects.
- Modeled and textured props, weapons, and characters.
- Designed concept art for weapons and characters.