



# Jaden Corrado

## Gameplay Designer



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### Experience

#### Online Instructor: iD Tech Camps

May 2023 - August 2023

- Tailored lesson plans for individual students to focus on what interests them.
- Led classes for individuals and groups on Unity, C#, Blender, and Godot 4.

#### Playtesting Contractor: SlugFest Games

March 2020 - August 2021

- Analyzed gameplay issues during playtesting to assess balance and useability.
- Compiled actionable feedback and presented findings in virtual meetings.

### Skills

#### Design

- Gameplay Design
- Content Design
- Encounter Design
- Puzzle Design
- Quest Design

#### Engines

- Unity
- Unreal 4
- Godot 4
- Custom Engines
- Game Maker

#### Technical

- C# Scripting
- Visual Scripting
- Git
- SVN

#### Software

- Photoshop
- Adobe XD
- Visual Studio
- Figma
- Trello

### Academic Projects

#### Gameplay Designer: *Elegon*

August 2021 - April 2022

#### 3D First Person Shooter | Unity

Team of 6

- Wrote 8+ scripts used for tutorials and player interactions in Visual Studio.
- Designed 3+ weapons and implemented weapon models, SFX, and animations in Unity.
- Composed 12+ UI assets in Photoshop for tutorial, guidance, and HUD information.

#### Gameplay Designer: *Escape Sequence*

March 2021 - April 2021

#### 3D First Person Shooter | Unity

Team of 9

- Authored 6+ UI assets in Photoshop and implemented them in Unity.
- Refined tutorial level and updated tutorial HUD elements in Unity.
- Created 5+ 3D models in Maya for pickups/power-ups and player guidance.

#### Gameplay Designer: *Titus*

February 2021 - April 2021

#### 3D Third Person Adventure | Unity

Solo

- Made 8+ UI assets for the HUD and tutorial in Photoshop and animated them in Unity.
- Built a simple tutorial and used breadcrumbing to guide the player.
- Implemented 5+ encounters and used HUD elements to signify player visibility.

### Education

#### Bachelor of Arts in Game Design

December 2022

DigiPen Institute of Technology