

# Jason Phieffer

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[Portfolio](#)

G A M E D E S I G N E R

## Career Objective

Looking to use my level design skills in Unity and Unreal engine to help a key piece to a game. Utilizing C# to showcase the game coming to take shape and coming to life. Testing and finding bugs to come up with solutions to enhance aspects of a game.

## Additional Skills

- Unity
- Unreal Engine
- C#
- Jira
- Confluence
- Trello
- Perforce
- Problem Solving

## Education

2019-2021 **Bachelor's of Science  
Game Design**  
Full Sail University  
3.6/4 GPA

## Work Experience

2014-2023 **Geeksquad In-Home Agent**  
Best Buy

- Maintain communication with the Client and meet install deadlines.
- Design an new plan on site if the Client changed the initial install idea and maintain quality.
- Pitch and upsell more product to the Clients in home to better the experience for them.
- Quality control checks for every install to maintain superior working order.
- Problem solve and troubleshoot any issues on site with the client that had any issues with their technology.

## Projects

2021-2021

### Designer

Full Sail Project- Zelda A Link to the Past

- Pitched and prototyped the level layout to be utilized in the various playable scenes.
- Designed and scripted aspects of the main screen UI. Item Count.
- Designed and created items in a level to enhance the player experience.
- Designed and scripted interactive objects in C# to enhance the player's experience.
- Used QA methods to ensure that mechanics were sound.
- Used Trello to maintain sprints objects and deadlines.
- Used Perforce to maintain up to date design changes.

2012-2014 **Designer**

Full Sail University Project- MegaMan Prototype

- Pitched and designed features of the game that interacts with the players inventory through script.
- Implemented features and sound effects of the character that enhances the playing experience.
- Used weekly sprint board goals and executed stand ups to support workflow to maintain deadlines.