ABOUT ME

A designer who creates games that are fun and enriching by combining polish with purposeful design. The only thing I enjoy more than working on a game is working on a game with amazing people.

TOOLS

Unreal Engine 4
Unity
Gamemaker
Twine
Perforce
Plastic
Github
Sourcetree
Office Suite
Scripting: Java, CSS, HTML, C#, GML
Agile Development: Trello, Jira, Taiga

PLAYABLE GAMES

- Lore Masters -
  quaint-american.itch.io/lore-masters
- Neato Veto:
  catsnake-games.itch.io/neato-veto
- A Place to Call My Own:
quaint-american.itch.io/a-place-to-call-my-own

CONTACT INFORMATION

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Itch.io Page: quaint-american.itch.io/
LinkedIn: linkedin.com/in/jessup-ammeen-25b959143/

EXPERIENCE

Senior Guest Advisor | GameStop | September 2019-Present
Assistant Designer| DePaul Original Games Studio | September 2018-June 2019
Moderator | DePaul Gameplay Lab | September 2018-June 2019

EDUCATION

DePaul University
College of Digital Media
Computer Game Development (Major)
Animation (Minor)

JESSUP AMMEEN
GAME DESIGNER

GAME DESIGN

SYSTEM DESIGN

- Combat System – Developed class-based combat/conflict resolution system for original TTRPG
- Systemic Storytelling – Designed modular system that determines branching narrative
- Technical writing – GDDs for all projects and specific mechanics
- Game Balance - Adjusted values and rewards for optimal game feel and challenge

IN-ENGINE DEVELOPMENT

- Documented bugs, designed levels, developed systems, created 2D & 3D animations, in-engine scripting, node-based scripting
- Established and documented level design pipeline for junior designers at DePaul Originals Game Studio
- Utilized in engine tools for implementing and editing animations imported from external programs (Maya, Blender)

NARRATIVE DESIGN

CREATIVE WRITING

- World-Building – Developed original settings across multiple game and writing projects
- Screenplay - Created dialogue to be performed and read in game and live performances
- Branching Dialogue - Created games with dialogue choices and multiple endings in both Twine and Unity

GAME NARRATIVE

- Environmental Storytelling – Created level layouts and builds that conveyed narrative and flow
- Deep Games - Developed games that explore complex topics using mechanics as metaphor

PRODUCTION & COMMUNICATION

FEEDBACK ANALYSIS

- Data analysis from testing personal software with experienced testers and public sessions
- 4+ years of testing software; creating A/B tests; documenting results and implementing changes;

PROJECT MANAGEMENT

- Experience using task management software; Agile workflow; Scrum production techniques; Version Control
- Implemented new software into the pipeline over short periods of time across various projects
- Scheduled goals and organized tasks as producer across multiple development teams
- Created schedule and recording pipeline across multiple time zones for original podcast