

JEROD PENNINGTON

GAME DESIGNER

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714.290.2142

PROFILE

Game designer specializing in user experience and educational game design looking to use my skills and passion to create interesting and meaningful experiences in the digital games industry.

WORK EXPERIENCE

Technical Game Designer, Shadow Health | Elsevier, Gainesville FL **August 2018 – Present**

As a Technical Game Designer, I work with an Agile, cross-disciplinary team to design and develop educational simulations that train nurses and healthcare students, using the Unity game engine.

- **Maternal Health DCE**, students engage with mothers in prenatal, intrapartum, and postpartum periods
 - Sole designer on the team, design and flow of all 5 assignments, from preproduction to release
 - Worked with artists, developers, and subject matter experts on new and innovative tools
- **Community Health DCE**, students will engage with patients while addressing community health needs
 - Sole designer on the team, design and flow of all 6 assignments, from preproduction to release
 - New, innovative learning activities such as the home assessment and windshield survey

Game Designer, Games for Entertainment and Learning Lab, East Lansing MI **May 2017 – June 2018**

I played a key role in designing 3 shipped titles for the GEL lab, an externally funded development studio at MSU that employs students and creates engaging and educational games.

- **Plunder Panic**, IndieCade Audience Choice Award-winning 6 vs 6 pirate-themed arcade multiplayer game
 - Level design, multiplayer balancing, QA, design documentation, & project management
 - Currently released on Steam in Early Access, with PS5, Xbox, and Switch releases planned
- **Dream Racer**, financial literacy and kart racing game for PC/Mac & Android/iOS
 - Designed & implemented 3 new racetrack levels, adjusted layouts of items
- **Tahir's Playbook**, nutrition education and fitness gamification app for Android/iOS and Web
 - Implemented complete UI overhaul & designed 2 new football themed minigames

EDUCATION

BA, Media & Information, Michigan State University, East Lansing MI **May 2018**

- Graduate from the Game Design & Development minor, top 10 ranked program (Princeton Review, 2015-2021)
 - Unique, cohort-based minor open to 3 different majors and requiring at least 2 years to complete
- 3.8 GPA, Dean's List every semester, Honors College Member
- Graduated with Honors

TECHNICAL SKILLS



Unity



Plastic SCM



Jira



C#



Photoshop



Xd