

J. Cody Winchester
Asheville, NC
(847) 636-6194
jcody.winchester@gmail.com

Portfolio: jcodygamedesign.com

Summary

Passionate Level Designer with a focus on making each game space work equally well with design and art philosophies in mind. Proficient with various game editors and the readiness to pick up new ones on the fly. Strong interpersonal communication skills, self-motivated and extensive team collaboration background. Well versed in adapting to new situations as well as effectively communicating to and working with different disciplines.

Professional Skills

- Level design from conceptualization to in-engine construction
- Interdisciplinary communication and collaboration
- Quality assurance facilitating and participating
- Scrum software development
- Excellent communication skills
- Detailed visual and written design documentation
- Rapid prototyping
- Public speaking
- Iterative design process

Technical Expertise

Proficient: Unreal Engine 4, Blueprint Visual Scripting, Unity 5 3D / 2D, C#, SVN Subversion, SVN Subversion, Adobe Illustrator

Experienced: Maya, Adobe After Effects, Adobe Flash, Actionscript 3, Adobe Audition, Hammer World Editor

Development Experience

NOV 2016 - NOV 2018

Associate Designer at Bend Studio: *Days Gone*

- Responsible for the open world population of ambient encounters, scenarios, visual storytelling
- Population, maintenance, and scripting of open world fixtures (Infestation Zones, Bounty Jobs, etc).

2015

Level Designer: *Professor Stretch*

- Level designer responsible for overseeing completion of every level and ensuring levels made by different designers didn't feel different from one another.
- Through observing QA and receiving feedback to my specifications I was able to iterate upon the higher priority areas of the level to help refine the player experience as much as possible.

2014

Designer: *Treevolution*

- Designer on a turn-based strategy game developed in Unity 3D on the PC for my Senior Capstone project.
- Provided conceptualization and implementation of game content, researched out theme of nature and evolution with meticulous visual and written documentation.

2013

Designer: *Quintessence*

- Helped with conceptualization and prototyping movement system as well as player feedback loops.
- Awarded "Most Relaxing Game" by the GAMERella Game Jam in Montreal.

Other Work Experience

SEPT 2015 - NOV 2016

Luxe, Austin, TX - QA Lead

- Constant application of communications skills and daily group interviews and training sessions to onboard new valets.
- Manage shift schedule, phone rental setup and debugging and various other managerial tasks.

Education

2016

Champlain College, Burlington, VT - Bachelor of Science in Game Design