

Jordan Pearson

Game Design

WORK EXPERIENCE

Meta, Seattle, WA

Camouflaj Games, 1st Party VR Games Studio

Level Designer

2025 – 2026

- Served as the **lead in cinematic design** providing direction, hands-on implementation and support to **2 other designers** and cross-discipline collaborators on an unannounced project.
- Took the lead in level design & layout for **3 major levels**, taking them from initial paper design and greybox layouts to final art polish.
- Drove **technical design** of cinematic content, including cinematic scripting, crafting branching dialogue, drafting cinematic scripts, in-engine blocking mock-ups, and interaction planning to define pacing, player control, and narrative clarity.
- Partnered closely with **narrative, animation, engineering, and audio** during production to **rapidly iterate on cinematic scripts and staging**, implementing timelines and syncing animation clips with player triggers and interactions.
- Implemented and polished interactive cinematic sequences in **Unity**, working directly with in-engine cinematic tools, scripting, and gameplay systems.

Junior Level Designer

2023 – 2025

- Shipped AAA VR title "**Batman: Arkham Shadow**" in the Unity game engine, meeting first-party licensed quality and polish standards.
- **Prototyped and tuned combat mechanics** (including combo logic and critical strike systems) as an **assistant producer**, demonstrating initiative and was **promoted to Level Designer**.
- Designed and implemented **70% of in-game cinematic sequences** totaling in **over 1 hour of narrative content**.
- Led the system design and implementation of the "RPG Town," a hub area featuring **20+ unique NPCs**, multi-branching dialogue paths in NPC conversations, shop gameplay for cosmetic items, and side quests that supported player choice and narrative depth.
- Fully owned and implemented **3 major stealth/predator encounters** as well as **5+ combat encounters**, designing level layout & gameplay mechanics for multiple key gameplay locations.

Production Assistant & VFX Artist

2022 – 2023

- Shipped AAA VR title "**Marvel's Iron Man VR**" for Meta Quest, transitioning from production into hands-on creative development within Unity.
- **Created and implemented VFX** within Unity, supporting combat, traversal, and player feedback systems.
- **Supported production workflows**, task tracking, and cross-team coordination during development of a shipped VR title.

PREVIOUS EXPERIENCE

Tech Support, Nintendo, Redmond, WA

2020 – 2022

Production Intern & QA, Camouflaj, Seattle, WA

05/2018 – 08/2018

CONTACT

- Seattle, WA
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SKILLS

Hard Skills:

- Gameplay Scripting & Logic
- System Design
- Narrative Design & Dialogue

Techniques:

- Rapid Iteration
- External Playtesting
- Greybox Layouts
- Cross-Discipline Collab
- Open Communication

Tools and Software:

- Unity
- Jira
- C# / TypeScript / Java
- Adobe Photoshop
- Git / Perforce
- Wwise
- Visual Studio

EDUCATION

University of Puget Sound

Bachelor of Arts
Computer Science
Tacoma, Washington
09/2016 - 06/2020

OTHER

- Indie TTRPG Developer
- Avid One Piece TCG Player
- Minors in Spanish & Theater