

# Jeremy Crossman

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## SKILLS

- Level Design, Quest Design, Encounter Design
- Event and Quest Scripting
- Creative Writing, Pacing, Flow
- QA Testing, Problem Solving, and Player Empathy
- JIRA, Fogbugz, Microsoft Office
- Unity, Unreal Engine 4, Creation Kit

## EXPERIENCE

### QA Intern, Funkitron (Jan – Jul 2019)

*Testing and Special Projects for pre-release and early access for Relic Chasers (iOS, Android) made in Unity*

- Tested all areas of the game for functionality and performance, logging bugs into tracking software, providing screenshots/video, reproduction steps, and device logs.
- Assisted with localization efforts by data hookup in editor for all dialogue strings.
- Wrote performance reports tracking FPS drops caused by specific mechanics to help tech team solve perf issues.
- Created spreadsheets for puzzle design team to assist with balance and tuning.

## PROJECTS

### Level Designer, Lordbound (Jan 2018 – Present)

*As seen on Kotaku and PCGamer, a massive Skyrim expansion mod created in collaboration with 30+ team members*

- Responsible for dungeons and exterior world spaces, including dungeon entrances, places of interest, open world encounters, and environments.
- Collaborated with Narrative and Quest team to create lore-friendly enemy encounters and storytelling moments.
- Scripted unique puzzles and encounter sequences with multiple approaches, stealth routes, and allowances for multiple combat styles for character expression and replayability.
- Responsible for assigned interior “exploration dungeons” intended as short, encapsulated experiences throughout the world.
- Brainstormed, prototyped, and iterated on multiple designs to create a totally unique dungeon experience while still maintaining the core gameplay loops of Skyrim.

### Content Designer, Skyrim Mods (2014 – Present)

*Designed multiple dungeon and quest mods for Skyrim created using Bethesda’s Creation Kit*

- Wrote and designed quests including dialogue, gameplay, and theater moments.
- Wrote and implemented supplemental narrative devices such as journal entries, notes, books, and environmental storytelling.
- Created and named new items such as weapons and armor, as well as enemies, NPCs, and locations with respect to narrative.

## EDUCATION

### Bachelor of Arts in Media Studies, University at Buffalo

- Minor studies in English
- Certificate Programs completed in Game Studies and Creative Writing
- 2016 Student Show Winner for Best Game, voted by students and faculty