

# Jeremy Crossman

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## Design Skills

- Game Design
- Level Design
- Quest Design
- Narrative Design

## Engines & Editors

- Unreal Engine 5
- Bethesda Creation Kit
- Warcraft World Editor
- Twine
- Ren'py

## Tools & Programs

- JIRA
- Fogbugz
- Microsoft Office
- Adobe Photoshop

## Other Skills

- Creative Writing
- Pacing
- Bug Testing
- Player Empathy
- Scripting

## Education

### *University at Buffalo*

- B.A. in Media Studies
- Minor Studies in English
- Certificate in Game Studies
- Certificate in Creative Writing

## Highlights

- Collaborated with **global, multidisciplinary teams** of 25+ from more than 4 different timezones
- **Feedback collected** from players on personal projects with **1000+ unique downloads**
- **Live development** experience directly benefiting **100,000+ mobile gamers**
- Lordbound awarded **moddb's most anticipated mod of the year**, with gaming news coverage and **420,000+ views** on youtube

## Experience

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

- Testing functionality, performance, and balance of mobile Match-3 title
- Worked in Unity engine and learning proprietary testing tools
- Documented, maintained, and triaged bugs through tracking software

## Projects

### *Level Designer, Lordbound (Skyrim Mod Team)*

- Designed dungeons, world spaces, POIs, encounters, and environments
- Collaborated with other disciplines to create a cohesive and compelling experience
- Scripted and prototyped new puzzles and enemy behavior for engaging experiences and storytelling moments
- Brainstormed, prototyped, and iterated on multiple designs to create a unique experience while still maintaining the core gameplay loops of Skyrim

### *Content Designer, Skyrim Mods (Solo)*

- Wrote and designed quests including dialogue, gameplay, and theater moments
- Wrote and implemented supplemental 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

### *Level Designer, Warcraft III Custom Maps (Solo)*

- Designed custom melee maps for 1v1, 2v2, and FFA modes
- Tested, gathered feedback, and implemented changes to layout, drops, and neutral spawns in pursuit of fair competition