

JEREMIAH MALDONADO

GAME DESIGNER

CONTACT



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SKILLS

- Unreal Engine
 - Blueprinting
 - Level Design Knowledge
 - Prototyping
 - Agile Development
 - Effective Communicator
 - Version Control (P4V)
 - Enemy AI Systems Development
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EDUCATION

- **ROWANS COLLEGE AT BURLINGTON COUNTY**
Bachelor of Computer Science | 2020-2022
- **FULL SAIL UNIVERSITY**
Bachelor of Science in Game Design | 2022-2024

ACADEMIC EXPERIENCE

- **LEAD DESIGNER**

Spaceship Interior | UE5 | 1 Month

- Designed a high detail and fully scaled interior spaceship themed environment. Contains several rooms and working FX.

- **River Adventure** | UE5 | 1 Month

- Led the design and development of a full jungle themed level, from prototyping and block meshing to asset integration and mechanics.

- **LEAD AI SYSTEMS DESIGNER**

Stress Test | UE5 | 4 Months

- Led the design and implementation of enemy AI systems, including behavior trees, pathfinding, and decision-making algorithms
- Collaborated with a small team to integrate AI systems into gameplay, creating challenging and dynamic behavior
- Designed, tested, and optimized AI animations and interactions to enhance player experience
- Resolved technical issues related in all areas of project
- Designed and implemented 2 levels. Creating environments that challenge player skill and creativity.