

JADE HYMER

System Designer

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Portfolio: jadehymer.com

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SKILLS

Design

- System Design
- UI/UX Design
- Scripting
- Level Design
- Narrative Design
- User Research
- Documentation
- Graphic Design

Design Tools

- Unity
- Adobe Illustrator
- Visual Studio
- Maya
- Adobe Flash
- Adobe Photoshop

Project Tools

- Slack
- Trello
- Git
- Perforce
- SVN

Languages

- C#
- ActionScript
- C++ (familiar)

Interpersonal

- Teamwork
- Communication

ACADEMIC PROJECTS

Lead Designer | The Last Dragon | Team of 6 Sep. 2017 - Current
A 3D adventure game where the player, as a dragon, flies through a city in the sky.

- Wireframed and implemented in-game HUD and tutorials.
- Polished main menu flow and visuals.
- Whiteboxed 3 levels in Maya and Unity.
- Scripted player-tracking and heatmapping tools for playtesting.

Designer | Hellwilds | Solo Jan. 2018 – May 2018
A tabletop RPG system with a dark fantasy setting and high-lethality combat.

- Developed systems for combat, magic, socialization, and other player skills.
- Built character creation and progression systems.
- Prototyped example enemies, items, and NPCs to demonstrate systems.
- Wrote setting and narrative information.

Designer | Cold Night | Solo Sep. 2016 – Dec. 2017
A first-person cold weather survival game focused on game feel.

- Scripted gameplay and feedback logic in C#.
- Iterated on gameplay and feedback effects based on player feedback.
- Planned environment layout in Illustrator, then built with Unity terrain tools.
- Wireframed and created assets for UI in Illustrator.

Designer | BoomBoy | Team of 5 Jan. 2017 - Apr. 2017
A 2D platformer where the player uses bombs to boost jumps and navigate levels.

- Wireframed menus in Illustrator.
- Prototyped menus and user flow in Unity.
- Built 8 levels in a custom editor.
- Conducted and documented playtesting.

EDUCATION

Bachelor of Arts in Game Design
DigiPen Institute of Technology, Redmond, WA

Expected Apr. 2019