


# JOHANN AGRON

## GAME DESIGNER

### CONTACT

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 [JAgron.com](http://JAgron.com)

### SKILLS

#### LEVEL EDITORS

- Unity 5+
- Unreal Engine 4

#### LANGUAGES

- C# / C++
- Unreal Blueprints

#### SOFTWARE

- Blender 3D
- Adobe Suite
  - Photoshop
  - After Effects
  - Premiere Pro
- Microsoft Excel
- Microsoft Office & Google Docs
- Audacity & FL Studio
- Aseprite
- Perforce & Github
- JIRA & Trello
- Visual Studio

#### DESIGN

- Level Design & Blockout
- Combat Encounter Design
- Systems Design
- Game Balancing
- UI/UX Design
- Rapid Prototyping
- Iterative Playtesting
- Cinematic Event Scripting
- Game Design Documentation
- Playtest conducting & Iteration

### EDUCATION

BACHELOR OF SCIENCE

GAME DESIGN

Full Sail University | Winter Park, FL

MARCH 2018 – FEBRUARY 2020

### SUMMARY

Game Designer with experience in many facets of game design, from level block-out to creating and debugging core system loops for gameplay. Eager to support and leave a positive impact on the industry.

### EXPERIENCE

**Various Projects** January 2020 – Present  
*Various small projects made to learn different facets of design and keep updated with the latest features in various game engines.*

- Learned how to implement networked multiplayer with a custom C# server with Unity
- Implemented and experimented with Unity DOTS
- Recreated Cyber Kinetic movement controller in Unreal Engine using blueprints

**Cyber Kinetic** August 2019– November 2019  
*A 3D Single-player third-person, fast-paced, combat-intensive, action game developed in Unity and C# by a 6-person team in 4 months.*

#### GAMEPLAY DESIGNER

- Implemented dynamic 3<sup>rd</sup> person state driven character controller that promotes agility and fast-paced, mobile, combat
- Created combat abilities to enhance and bolster the combat system implemented in the game.
- Assisted in programming many other game elements with C#

**rumii 2.0** May 2019  
*A social-virtual reality platform that allows for hands on collaboration and education from anywhere on the planet. Created by Doghead Simulations.*

#### QA TESTER

- Volunteered for two three-hour “Bug Bash” events where we tested and documented any bugs we found using Trello

**Flip Hop** March 2019– April 2019  
*A 2D, single-player, puzzle platformer developed by a 6-person team in 4 weeks.*

#### PROJECT LEAD/ PROGRAMMER

- Authored most C# code for the project including world rotation, camera system, character controller, and physics interactions
- Pitched and led the team through the design process for the basis of the game
- Led the transition of the port of the game for android devices including UX/UI and gameplay elements.

**Tails of Time** January 2019  
*A 3D Puzzle game developed by a dedicated team in 48 hours for the Global Game Jam 2019.*

#### LEAD DESIGNER

- Spearheaded the design direction for the game and was able to coordinate the design effort between the programmers and artists

**SignalCore, Inc.** June 2015 – March 2018  
RF Technician