



Jacob A. Edelen

Experience Designer

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Skills

Programming Languages

- C++
- C#
- Unreal Blueprints

Design Experience

- Video Game
- Theme Park
 - E-Ticket Attraction
 - Land Interactive

Platforms

- PC
- Mobile
- AR
- VR

Management Environment

- SCRUM
- Waterfall

Production Tools

- JIRA
- Confluence
- Excel
- Hansoft
- Smartsheet

Design Tools

- Google Docs
- Photoshop
- Krita
- Premiere Pro

3D Software

- Maya
- 3DS Max
- Sketchup

Game Engine Experience

- Unity
- Unreal Engine 4 (UE4)

Career Experience

ILM Immersive, San Francisco, CA (remote)

Nov 2020 – present

Lead Experience Designer

- **Undisclosed Project** (Unreal Engine 4)
 - Created design documentation, worked on prototypes, and led multi-disciplinary team to drive the blue-sky process of a new project.
 - Pitched new gameplay mechanics and features while working with engineering to further develop initial prototypes based on design needs.
 - Created story boards and worked with writer to determine story direction and design beats to ensure gameplay and storytelling focus

Lead Experience Designer

- **Star Wars : Tales From the Galaxy's Edge – Enhanced Edition (PSVR2)(UE4)**
 - Led Design Team to maintain original creative vision while managing sprint schedules, fixing software issues, and interfacing with team leads to prepare project for scheduled release of game port to new technology.
 - Created system design plan for game to include new haptic feedback system afforded by new PSVR2 headset and controllers for all gameplay systems.
 - Oversaw the design and creation of a demo for Sony State of Play while simultaneously working on full version of the game within the timespan of 3 months.

Associate Experience Designer

- **Star Wars : Tales From the Galaxy's Edge - Last Call (Oculus) (UE4)**
 - Designed and owned level from blue sky to release while programming gameplay and interfacing with art/animation teams to incorporate cinematics.
 - Greyboxed level and worked with motion capture team to determine layouts of space and where animations from actors would take place in game.
 - Design for gameplay systems, new weapons, enemies, AI, player navigation, missions, puzzles, cinematics, game economy, branching paths, and combat.

Universal Creative, Orlando, FL

Aug 2017 – Nov 2020

Associate Interactives Designer

- **Super Nintendo World** (Universal Studios Japan)
 - Designed gameplay and built prototypes in game engines to drive direction of physical props and media to mirror architecture and timing of gameplay.
- **Undisclosed Project** (Vendor Management)
 - Wrote designs for gameplay of interactive experiences and managed 2 vendors and their contracts to deliver on project creative intent under tight deadlines.
 - Led playtests, gathered data, and represented analyzed data visually in excel to influence gameplay improvements and design from prototype to interactive.

Education

University of Central Florida, Orlando, Florida

Received December 2017

Florida Interactive Entertainment Academy

M.S. -*Interactive Entertainment- Technical Production*

The Ohio State University, Columbus, Ohio

Received December 2015

B.S. -*Computer Information Science*

Special Accolades

United States Patent, US 11,321,554 B2

Awarded May 3, 2022

Efficient Management of facial recognition systems and methods in multiple areas