

# JEB ALVARADO

## Game Design & Production

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### EXPERIENCE

#### Escape Games NYC: Game Master

New York, NY (July 2015 – October 2016)

#### Detective Story | John Doe | The Experiment | Outer Space

*Live-action, team-based, 60-minute puzzle game-rooms*

- Serve as player guide & adviser throughout game experience
- Consult on existing game-rooms to implement & improve puzzles
- Replicate & repair player-triggered bugs in rooms' Arduino systems

#### Space Rhino Games: QA Manager & Production Designer

Caguas, PR (December 2013 – November 2015)

#### Breach TD | Breach: Arena - iOS & Android, Unity 5

*Multi-player, competitive action-strategy F2P mobile game*

- Developed & led quality assurance pipeline
- Scheduled & tracked tasks, use cases, & bugs
- Generated tailored design documents & production reports
- Executed test plans based on use cases & other design specifications
- Performed regression, functional, exploratory & stress testing
- Assisted team leads with completeness of milestones & features

#### Forward Learning: Game Design Consultant

San Juan, PR (November 2014 – February 2015)

#### Space Math Academy - PC, Unity 4

*Space-themed educational adventure game*

- Worked with math experts in educational game for ages 8 - 12
- Combined math, narrative, & fun mechanics for player retention
- Designed system that allowed teachers to track student progress

#### Kraniumtivity Games: Producer & Lead Game Designer

San Juan, PR (March 2012 – November 2014)

#### Pharaoh's Arrows - HTML5, Unity 4

*Ancient-Egyptian-themed archery game for web survey platform*

- Wrote use cases & drove development from concept to release
- Documented & delivered weekly progress reports to clients
- Ensured quality & timely delivery of the project

#### Barricade: Midnight Terror - iOS, Cocos2D

*Chupacabra-themed action-shooter adventure game*

- Tested individual game features including gameplay, UI, and UX
- Adjusted game's difficulty & design based on user-test analysis
- Generated screen-recorded video data for our bug reports

### SKILLS

#### General Skills

Agile Experience  
Debugging & Scripting  
Customer Service Experience  
Verbal & Visual Communication  
Task Tracking & Prioritizing  
Use Case Planning  
Testing Mobile Platforms  
Gameplay Tuning & Balancing  
User-Testing Sessions  
Test Data Analyzing

#### Spoken Languages

Fluent in English & Spanish

#### Programming Languages

C#, JavaScript, & Lua

#### Development Tools

Unity 5  
Mono-Develop / PlayMaker  
Xcode  
SourceTree / Git  
Adobe Photoshop / Illustrator  
Google Drive Suite  
Microsoft Office Suite  
Microsoft Visio

#### Production Tools

Atlassian JIRA / Confluence  
Asana  
Basecamp  
Mavenlink  
Plastic SCM  
Trello

### EDUCATION

#### Full Sail University

*B.S. Game Design*  
Winterpark, FL (Nov. 2013)

ONLINE PORTFOLIO AVAILABLE AT WWW.JEBKAM.COM