Jeremy R. Jung

jeremyrjung@gmail.com   (626) 818-5292   www.jerworks.com

EDUCATION:

Florida Interactive Entertainment Academy (FIEA), University of Central Florida, Orlando, FL   Dec 2010
Master of Science, Interactive Entertainment

University of Southern California, Los Angeles, CA   May 2008
Bachelor of Arts, Communication
Minor, Video Game Design and Management

WORK EXPERIENCE:

Software QA Tester, Zwift, Long Beach, CA   2020- Present
- ❖ Formulate and write test plans of new features and functionality of the live Zwift product
- ❖ Create and execute test cases for each new content update/major release
- ❖ Perform testing on multiple hardware platforms: PC, Mac, iOS, Android, and Apple TV
- ❖ Identify, report, and triage defects, and verify fixes to said once merged by engineers
- ❖ Work and coordinate across disciplines including product management, design, engineering, hardware, and liveOps to ensure stability and best player experience for each release
- ❖ Present and demonstrate new features to internal stakeholders

Game Interaction Scripter/Level Designer, Night School Studio, Glendale, CA   2019
- ❖ Scripted narrative scenes and in-game events for multi-platform indie game, *Afterparty*
- ❖ Utilized proprietary visual scripting system (on top of Unity engine) to create dialog sequences
- ❖ Also utilized tool to hook up cameras, animation, and audio
- ❖ Iterated on gameplay and narrative flow based on feedback
- ❖ Worked with artists, writers, other designers, and engineers to polish look and feel of the game

Level Designer, Tic Toc Games, Burbank, CA   2017
- ❖ Designed and built levels for mobile casual puzzle games: *Pacman Pop*, and *Smurfs Bubble Story*.
- ❖ Worked on mechanics introduction/first time user experience on multiple games.
- ❖ Worked within deadlines to deliver both pre-production and post live launch content.

Level Designer, Disney Interactive, Glendale, CA   2012-2016
- ❖ Designed, built and tuned levels for mobile game, *Dodo Pop*, launched mid 2015
- ❖ Built and tuned numerous levels for mobile game, *Inside Out: Thought Bubbles*, launched, mid 2015.
- ❖ Main designer for several post-launch new mechanics for *Inside Out: Thought Bubbles*
- ❖ Built and tuned various levels in 3 games of the highly successful *Where's My?* series of mobile titles
- ❖ Wrote VO and story for cutscenes for hit mobile game, *Where's My Perry?*

Game Design Intern, High Moon Studios (An Activision Studio), Carlsbad, CA   2010-2011
- ❖ Tuned mechanics and performed play testing on *Transformers 3: Dark of the Moon*
- ❖ Created internal documents and levels for asset tracking and workflow optimization
- ❖ Designed, created, and iterated on a multiplayer level for use in the game

Game Designer, Intrinsic Games, Los Angeles, CA   2008-2009
- ❖ Co-created award-winning indie title, *Divergent Shift (*aka *Reflection)*
- ❖ Personally designed four levels in the final version of the game using proprietary editor
- ❖ Developed features and mechanics design

SKILLS/PROGRAMS:

Productivity: Microsoft Office Suite, Google Workspace apps
Industry Standard Game Editors/Scripting Languages: Unity, Unreal Editor, C#; also proprietary level editing tools
Collaboration/Wireframing: Figma, Miro
Organization/Documentation/Task Management & Bug Tracking: Jira, Confluence
Test case creation and execution: Testrail
Communications: Slack, Zoom, Skype
Revision Control: Github, Sourcetree, Perforce, SVN
Analytics/metrics tracking/UX experimentation: Amplitude, Optimizely
Uploading/receiving standalone product builds: TestFlight, Dropbox, Box.com
Soft Skills: written and verbal communication, problem-solving, time management, cross-discipline collaboration