

Jeremy R. Jung | Game Design

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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:

Co-Founder and Game Designer, Funemployment Games (Independent), Los Angeles, CA Sept. 2025 – Present

- ❖ Working with a small group (currently a joint venture) of college/grad school colleagues on an indie game
- ❖ Project in early stages, utilizing Godot Engine
- ❖ Project role: Core Gameplay and Systems Design, UI design, Level Design

Associate QA Analyst, Zwift, Long Beach, CA 2020 - April 2024

- ❖ Worked and coordinated across disciplines including product management, design, engineering, hardware, and liveOps to ensure stability and best player experience for each release
- ❖ Coordinated testing, verification, and live release of seasonal and reoccurring campaign and mission content

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
- ❖ 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 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: Godot, Unity, Unreal Engine/Unreal Blueprint visual scripting, C# scripting; proprietary level editing tools

Collaboration/Wireframing: Figma, Miro, Lucid Chart

Organization/Documentation/Task Management & Bug Tracking: Jira, Confluence

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

Certifications: ISTQB foundation level certified software tester; Unity Technologies Jr. Programmer Pathway