

# JERRICK FLORES

## TECHNICAL DESIGNER

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### Education:

M.S. in Interactive Entertainment  
2016 - 2017

Florida Interactive Entertainment Academy



B.S. in Computer Science  
2013 - 2016

Florida Atlantic University



### Skills:

#### Languages:

C#	●●●●●
C++	●●●●●
UE4 BP	●●●●●
Lua	●●●●●

#### Engines:

Unity	●●●●●
UE4	●●●●●

#### Misc:

Sublime	●●●●●
Visual Studio	●●●●●
ZeroBrane	●●●●●
Perforce	●●●●●
Maya	●●●●●
Wwise	●●●●●

### Awards / Achievements:

Graduated undergraduate as Magna Cum Laude, at the age of 18

Rated 2nd of 70 in "Easiest to Work With" by graduate school peers

Developed Arachnophobia Mode, a feature nominated for "Innovation in Accessibility" at TGAs 2020

### Projects:

#### ***Grounded* | Technical Designer | Nov 2019 - Current**

3D multiplayer sandbox survival | XB1, XBOX, PC | UE4 + Proprietary Tools

- Championed new *Arachnophobia Mode* accessibility feature that empowered arachnophobic players to better engage with the game, utilizing data from studies co-developed with Microsoft Research Labs
- Drafted design documents for creature auditory perceptions, then balanced system based on incomplete data from live operation
- Developed system design, content, and writing for a daily quest system

#### ***The Outer Worlds* | Technical Designer | Oct. 2018 - Nov. 2019**

3D FPS RPG | XB1, PS4, PC | UE4 + Proprietary Tools | TGAs 2019 Best RPG Nominee

- Established a new pipeline for chatter VO based on voiceprints, enabling design to focus on creating unique writing, saving memory by reducing duplicated files, and streamlining the script-generation process
- Constructed an editor tool that enabled the audio design team to easily mass populate levels with ambient emitters and constantly expanded on the tool as design and optimization needs changed
- Designed a volumetric spline audio emitter for complex audio needs by applying vector math to a spline to create a convex-hull geometric fence
- Created a pipeline for a new audio spatialization feature through initial R&D, then taught others the pipeline to enable full production

#### ***God of War (2018)* | Technical Designer - Audio | Aug. 2017 - Feb. 2018**

3D third-person action adventure | PS4 | Proprietary Engine | TGAs 2018 Game of the Year

- Collaborated with Audio Designers to implement systems that drove sound via various game-object attributes, expanding design potential
- Scripted audio implementations in the many systems throughout the game (e.g., levels, combat, gameplay, characters, loot, encounters, POI's)
- Developed a new process allowing values on exclusive-checkout files to be overridden via LUA script, enabling the audio team to work in parallel with other teams, significantly accelerating the team's workflow
- Reworked multiple legacy game-wide modular audio implementations to updated and sustainable states

#### ***Hollowed* | Technical Designer | Dec. 2016 - Aug. 2017**

2.5D story platformer | PC | UE4 | TGAs 2017 Best Student Game Nominee

- Coded an easier-to-use pseudo-matinee blueprint tool to lerp actors' transforms and rotations from one point to another that level designers used to speed up puzzle creation time by 83%
- Collaborated with design and programming teams to create and implement mechanics that represented the stages of grief
- Established *Project Polish Productions LLC* to allow the team to publish the game on Steam