

Jordan Koch

Senior Combat Designer

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Portfolio available for review at www.jordankoch.com

Design Skills

- Combat design
- Boss design
- Class design
- Level design
- Mission/quest scripting
- Open world design
- Linear level design
- Objective design
- Systems design
- Monetization design
- Itemization design

Software Skills

- Unreal Engine 4 & 5
- Frostbite Engine
- Perforce
- Microsoft office suite
- Skype for Business
- Slack
- Jira
- Photoshop

PROFESSIONAL EXPERIENCE

Aspyr, Austin TX (2019 - Present)

[Aspyr is a leading entertainment publisher that creates, packages and delivers fun to millions around the world.]

Senior Combat Designer

Design and create all player abilities, weapon attacks, and contribute to other systems designs for Star Wars: Knights of the Old Republic: Remake.

- **Star Wars: Knights of the Old Republic: Remake**
 - Primary combat designer for all companions and the player character.
 - Drive character ability design from paper design and documentation to final polish.
 - Review documentation with the lead combat designer for all systems design.
 - Participate in motion capture sessions to ensure animations are correct for combat needs.
 - Work directly with programmers, animators, system and level designers, visual and sound effect teams, as well as production to make sure character abilities are delivered on time and at the best possible quality.
 - Review and critique character and ability concept art to ensure combat needs are fulfilled.

QC Games, Austin TX (2017- 2019)

[QC Games made online co-op and PvP action RPGs, focusing on asymmetrical 4v1 gameplay.]

Senior Designer

Design, build, and polish levels, objectives, and boss fights for the action dungeon-crawler Breach.

- **Breach (PC):**
 - Brought levels from block out to final polish. Worked with level artists and other designers to ensure that the levels were up to technical standards as well as ensuring they flowed well and were intuitive for the players.
 - Brought the tutorial from a single room to a fully fleshed out story-driven narrative experience.
 - Designed, or was a key contributor in the redesign, of every boss creature in the game from concept to final.
 - Primary designer for all boss abilities and mechanics from prototype to final balance and polish iterations.

BioWare, Austin TX (2008 – 2017)

[BioWare develops high-quality console, PC, and online role-playing games and has created some of the world's most critically acclaimed titles and franchises.]

Associate Designer (2010 – 2017)

Promoted to Associate Designer working collaboratively with other designers and teams. Mentored junior designers assigned to projects.

- **Mass Effect: Andromeda (PC, Xbox One, PS4):** Performed level design, open world design, linear mission design, and scripting while working in collaboration with multiple international partner studios.
- **Dragon Age: Inquisition – The Descent (PC, Xbox One, PS4):** Worked collaboratively with international partner studios on level design, including main path and exploration paths, main quest and conversation scripting, ambient scripting, ambient banter scripting, and cross-discipline scripting.
- **Shadow Realms (canceled):** Performed paper design for class ability loadouts and theming of builds. Prototyped and polished classes in Frostbite. Performed level design and block out. Created block out assets for use in the initial level blockout pass. Contributed to class, level, and systems designs.
- **Star Wars: The Old Republic: Shadow of Revan (PC):** Identified trends in the game's economy in relation to recent patches. Assisted with design and implementation of a new item creation tool. Worked on crafting and itemization design for Shadow of Revan. Participated in brainstorming sessions for cartel market packs and direct-sale items.
- **Star Wars: The Old Republic: Rise of the Hutt Cartel (PC):** Led team of 3 designers for post-release map creation and maintenance. Served as initial and only scripter for Rise of the Hutt Cartel from prototype through vertical slice. Crafting systems designer for Rise of the Hutt Cartel. Worked on PvP level design for arenas and systems design for PvP arenas. Prototyped the PvP arena system in SWTOR's scripting language prior to implementation in code. Acted as initial designer responsible for performing data integrations from one production environment to another.
- **Star Wars: The Old Republic (PC):** Scripted quests in multidisciplinary pod of other scripters, writers, spawners, artists, cinematic designers, and QA. Primary scripter for PvE content on the planet Ilum. Primary scripter for maintenance and polish of the planet Korriban and secondary scripter for the planets of Alderaan and Balmorra Republic.

QA Associate Design Lead (2009 – 2010)

Promoted to manage an internal team of 3 tools and world build systems testers and outsourced team of testers. Ran bug triage sessions with programming and design leads.

Contract QA Tester (2008 – 2009)

Contracted to serve as member of the development support team that worked closely with programmers in testing new tools for various game systems. Participated in daily scrum meetings and used development tools to create test levels, quests, conversations, NPC's and areas.

Aspyr, Austin, TX (2007 – 2008)

[Aspyr is a leading publisher of Mac games, specializing in Mac ports.]

Contract QA Tester I

Became company's first tester to specialize in testing the technical certification requirements that Microsoft, Sony, and Nintendo require for a game to be published on their systems.

- **Supreme Commander (Xbox 360):** Normal game testing as well as lead for the technical certification requirements testing.
- **Guitar Hero: Aerosmith (Mac):** Technical certification requirements testing for internal requirements.
- **The Sims: Castaway Stories (PC and Mac):** Normal game testing, including test plans, regression, and exploratory testing.