



DAKOTA JERGER

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PROFESSIONAL SUMMARY

Motivated game designer willing to take on whatever tasks needed by the team. I have 2+ years experience in Unreal Engine 4/5. My primary experience focused on developing a playable level including; UI, AI, level, combat, item, objective, and character design. I am highly dedicated to honing my craft, taking every new challenge as an opportunity to learn and supporting my team the best I can.

SKILLS

- Level design
- Playtest
- Adaptive to variable working conditions
- Blueprint scripting
- Item design
- Unreal Engine 4/5
- AI development
- Character design
- Photoshop

EXPERIENCE

Warehouse Associate
American Honda | Portland, OR

(Lead) March 2018 - May 2020
(Agency) Jan 2022 - Dec 2023
Dec 2023 - Current

- Meet deadlines in a fast paced environment
- Learn every function for team flexibility
- Adapt and change functions whenever necessary
- Correct incoming shipment inquiries
- Identify and rectify discrepancies
- Inventory adjustment

Lead Specific Responsibilities:

- Coordinate a 3-5 person dock crew
- Train new associates
- Ensure timely departures of routes
- Process Bill of Ladings per shipment
- Move associates between functions to control warehouse flow

Steamfitter
Local 290 Union | Tualatin, Oregon

June 2020 - November 2021

- Draw and follow blueprints strictly to build systems
- Meet deadlines in a high pressure environment
- Analyze a build area to identify likely problems before building
- Work in a team/crew and disperse work efficiently
- Communicate progress to management for project flow
- Frequently change tasks to help other crews to maintain workflow
- Minimized rework by carefully reading blueprints and always complying with relevant codes
- Test systems for defects

EDUCATION

Game Design Certification - Game Design

February 2023

CG Spectrum

Provided 1 year experience inside UE4 developing and strengthening game design skills.

PORTFOLIO

<https://www.dakotajerger.com/>