

Jordan Leary

Game Designer

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Logan, UT

SUMMARY

I'm a game designer, developer, storyteller, artist, and animator with a passion for crafting meaningful experiences that engage and educate players. I'm a team leader, but also a listener and lifelong learner.

EDUCATION

Utah State University

1997 – 2004, LOGAN UT

I graduated *summa cum laude* with a Bachelor of Fine Arts in Graphic Design, with an emphasis in digital art and animation.

SKILLS & SOFTWARE

Game Design & Development

Unity (C#), Flash (ActionScript)

Animation & Visual Effects

Unity, Flash, Blender, After Effects

Graphic Design & Illustration

Illustrator, Photoshop, Pencil & Paper

Additional Skills

Leadership, Listening, Creative Writing, Math, Marketing

Languages

English (native)
Polish (intermediate)
German (intermediate)

WORK EXPERIENCE

Educational Game Designer | MathBRIX

2019 – PRESENT, REMOTE

Currently, I'm designing a mix of digital gameplay and real-world activities that inspire families to reconnect and learn through the power of play. Previously, I redesigned the UI & UX of numerous math learning games to better engage young players.

Senior Game Designer | PikPok

2015 – 2019, WELLINGTON NZ

I led the design of successful mobile game titles from pre-production through to launch and live ops. My responsibilities included core game design, monetization design, economy design, level design, and team leadership.

Freelance Game Designer & Developer

2013 – PRESENT, REMOTE

Wimpy Kid, Inc: I designed and developed promotional web games and tour presentations for Jeff Kinney, author of the best-selling *Diary of a Wimpy Kid* books.

Red Games Co: I brainstormed, designed, and prototyped numerous multiplayer mini games for *Super Mega Mini Party*, now available on Apple Arcade.

Lead Developer & Game Designer | StoryArc Media

2007 – 2015, REMOTE

Poptropica: I led the development and game design of *Poptropica*, a unique online virtual world and educational adventure game loved by millions, influencing a generation of gamers. Advertising clients included Disney, Nintendo, LEGO, Sony, and more. The game spawned a line of toys, books, and mass-market titles published by Ubisoft.

Poptropica Realms: I championed, designed, and directed *Poptropica Realms*, an open-world sandbox expansion to the main game, in which players can build—or destroy—anything.

Funbrain Playground: I designed, animated, and developed 22 online mini games for young children and their parents.

Director of Visual Comm. | LetterPress Software

2004 – 2007, LOGAN UT

I designed, animated, and developed educational Flash games and directed a team of artists, programmers, and audio engineers.