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A Designer with a passion to create memorable player experiences that explode with life. I love collaborating on large levels with multiple points of focused environmental storytelling and learning from peers about new design ideas and practices to make unforgettable experiences for players.

Skills		
<ul style="list-style-type: none"> BSP / Whiteboxing World-Building / Environment Design Matinee Creation Narrative / Dialogue Script Writing 	<ul style="list-style-type: none"> Kismet (UDK) Flowgraph (CryEngine 3) Hammer (Source SDK) Lua Python 	<ul style="list-style-type: none"> AI Encounter Creation Gameplay and Balancing Scrum / Agile Development Design Documentation
Editors	Software	Art Skills
<ul style="list-style-type: none"> CryEngine 3 Unreal Development Kit (UDK) Source SDK/Hammer Editor Unreal 4 	<ul style="list-style-type: none"> Adobe Photoshop Autodesk Maya Microsoft Word/Excel/Visio Version Control (Perforce) JIRA 	<ul style="list-style-type: none"> Texture/Material creation Particle creation in Cascade Drawing
Professional Experience		
Marvel's Avengers – Crystal Dynamics		April 2019 – Current
Technical Designer		
<ul style="list-style-type: none"> Took over and maintained first level of game to ship including updating progression flow, reworking behaviors of NPCs collision updates. Created and implemented wet/dirt shader system for all hero characters and attachments in campaign and cinematics Created designer tool involving head tracking, camera orientation and dialogue Maintained and improved large scale boss fight cinematic interactions to ship Wrote and updated design documents for current and new hire use and training regarding cinematic implementation Worked with animation team supporting any bugs or tool errors during cinematic pipeline iterations 		
Call of Duty: Modern Warfare (2019) – High Moon Studios		April 2018 – Feb 2019
Associate Technical Animator		
<ul style="list-style-type: none"> Designed, blocked in, and implemented various narrative vignettes Aided in rigging numerous weapons and attachments for different game types Wrote and updated design documents for current and new hire use and training Worked with animation team supporting any bugs or tool errors 		
God of War (2016) – Sony Santa Monica Studios		May 2015 – Dec 2017
Associate Narrative Implementer		
<ul style="list-style-type: none"> Organized and Implemented cinematics into the engine using Lua scripting language Wrote narrative stories and hint banter supporting the backstory and lore of the game setting Set up prototypes of cinematic interactions, mini-games, and scene transition stability Worked on strike teams to coordinate gameplay demonstrations for E3 and new tech Coordinated with producers about scheduling for the narrative implementation team members 		
Education		
The Guildhall at Southern Methodist University - Plano, TX		Graduated – May 2015
<ul style="list-style-type: none"> Master of Interactive Technology (MIT) in Digital Game Development, Specialization in Level Design 		
University of New Mexico - Albuquerque, NM		Graduated – May 2013
<ul style="list-style-type: none"> Bachelor of Fine Arts in Interdisciplinary Film and Digital Media, Specialization in Production 		
Achievements and Awards		
<ul style="list-style-type: none"> Gold prize from Game Developers Conference (GDC) for narrative deconstruction of <i>Dreamfall: The Longest Journey</i> Intel and International Game Developers Association (IGDA) Scholarship Winner 2015 		