

# Jaddua Ross

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*Game Designer with 12 years of experience, consistently delivering high-quality content on tight schedules.  
Excellent communicator with the proven ability to lead a team and tell compelling stories.  
Outstanding design and technical skills, particularly in scripting and level design.  
Possesses a M.I.T. in Game Development and a B.A. in Classical Languages and Literature.  
Seeks an opportunity to broaden development skills and face new challenges in a Lead Designer or similar role.*

## PROFESSIONAL EXPERIENCE

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### LOST BOYS INTERACTIVE

Remote

*Principal Designer*

*Lead Level Designer – Unannounced Internal Projects, Demos, and Pitches* Jul 2023 – Sep 2024  
*World Design Lead – New Worlds* Aug 2022 – Jul 2023

- Led the Lost Boys New Worlds Design team in making new, high-quality content for the Rise of the Angry Earth Expansion.
- Delivered the Elysian Wilds Expedition, a marquee piece of endgame repeatable five player content.
- Coordinated with Amazon Game Systems executives and designers to reach quality target.

### POCKETGEMS

San Francisco, CA

*Technical Design Lead* Jan 2021 – Aug 2022  
*Senior Content Designer* Jul 2018 – Jan 2021

- Developed mobile game prototypes in Unreal 4 and Unity, including prototype code and shippable scripting.
- Led a prototype team of five including running Scrum and the Favro board.
- Managed two direct reports.
- Used retention data to validate game design prototypes.

### CRYPTIC STUDIOS

Los Gatos, CA

*Staff Content Designer – Magic: Legends* May 2017 – Jul 2018

- Developed vertical slice content for Magic: Legends, an MMO in the Magic the Gathering universe on PC and Console.

*Staff Content Designer – Star Trek Online* Jun 2012 – May 2017

- Shipped three expansions for Star Trek Online: Legacy of Romulus, Delta Rising, and Agents of Yesterday, on PC and console.
- Led team of three content designers and a writer to deliver quality content under time pressure.
- Recognized with a Peer Recognition Award in Leadership.

## EDUCATION

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### SOUTHERN METHODIST UNIVERSITY - GUILDHALL

Plano, TX

Master of Interactive Technology in Digital Game Development, May 2012

- Specialization – Level Design
- Master's Thesis: The Effect of Incorporating Mini-Games into Crafting on Player Enjoyment in Role-Playing Games

### UNIVERSITY OF CALIFORNIA, BERKELEY

Berkeley, CA

Bachelor of Arts in Classical Languages and Literature, May 2000

- Minor – Creative Writing