

Jordan Koruntoff

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WORK EXPERIENCE

ChainKemists February. 2023 – Nov. 2024

Senior Game Designer *Project Titan*

- Led design vision for combat, characters, and moment-to-moment gameplay
- Produced **core trio of mechs** for investor review leading to **increased funding**
- Designed **40%** of foundational systems for **progression, combat, and core mechanics**
- Developed, implemented and ran **full social media strategy**
- Led cross disciplinary team playtests
- Contributed to QA efforts

LuckyVR

April. 2022 – February. 2023

Community Manager *PokerStars VR*

- Grew Oculus review score from **3.4—>4.1**
- Grew Discord from **40—>65k** members, and Youtube from **2000—>7000** subscribers
- Developed initiatives and events that resulted in **increased player engagement & retention**
- Led social media efforts across all platforms xxxx
- Hired and trained moderation staff, video editors and support staff

Counterplay Games

September. 2018 – March. 2022

Game Designer *Godfall*

- Led design on enemies, moment-moment gameplay, and encounter design
- Designed **6+ tribes** of **unique enemies**
- Organized cross discipline playtests
- Designed **automated** sheets for **csv importing and balance**

InnoGames

May. 2018 – December. 2023

Community Manager *Grepolis*

- Improved the **NA playstore rating** from **3.5—>3.9**
- Lowered average support response times from **12 hours—>5 hours**
- **Hired, trained, and managed** a support staff of **5+ employees**
- Developed new in-game and forum based events aimed at retention

Counterplay Games

September. 2016 – March. 2018

Game Designer *Duelyst*

- Collaborated with other designers to produce **6 sets featuring 200+ cards**
- Acted as the **face of the design team** when interacting with the community

SKILLS

game design; system design; adobe suite; community management; ue5 blueprinting; light scripting; google sheets; encounter design; level design; management; collaborative design; prototype design; project management; niagara vfx;