

# Jack Rasmussen

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## PROFESSIONAL SUMMARY

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A committed game designer with a history of collaborating effectively across platforms and promoting interdisciplinary communication. Proficient in Unity and Unreal engines, with expertise in multiplayer, and live service design. Achieved notable success in improving retention metrics through inventive approaches. Recognized for precise attention to detail and genuine enthusiasm for crafting engaging gaming experiences. Contributed to a development team of 10+ members on multi-million dollar titles and led a design team of three, contributing to collaborative projects with significant outcomes.

## WORK EXPERIENCE

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### Other Ocean Interactive

Jan. 2021 – Present

*Game Designer - Contract*

*Remote*

- Led a design team focused on designing gameplay mechanics, maps, retention and monetization systems for the hit multiplayer game Project Winter.
  - Sustained 3,000 daily average users and 45,000 monthly average users in 2021 and 2022.
  - Implemented new player retention systems resulting in a 14% 7 day retention increase.
  - Maintained a 4 week development-release cadence for a live service, multi-platform title.
- Designed "moment-to-moment" gameplay systems for a multiplayer sandbox game, resulting in a 25% increase in player engagement and session length.
- Provided detailed design documentation for gameplay features and systems.
- Analyzed and adjust gameplay values to provide a balanced and enjoyable gameplay experience.

### Other Ocean Interactive

Aug. 2019 – Jan. 2021

*Community Manager - Contract*

*Remote*

- Established new and overhauled our social media presence to reach an audience of over 50,000 members.
- Created and published press releases, patch notes, and news to a playerbase of over 2.5 million users.
- Analyzed and documented community feedback to aid designers in directing focus to problematic gameplay features.

### Cottingham & Butler

May 2020– July 2020

*Software Engineer Intern*

*Platteville, WI*

- Designed, developed and implemented Robotic Process Automation systems using C# and C++.
  - Automated repetitive administration tasks, increasing workflow efficiency by up to 50%

## EDUCATION

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### University of Wisconsin - Platteville

December, 2020

*B.S. Computer Science*

*Platteville, WI*

- Society of Automotive Engineers Subsystem Lead
  - Designed and manufactured a braking system for a 10 horsepower vehicle.

## SKILLS

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Game design documentation, gameplay mechanics / systems, retention and monetization systems, UI/UX design, level design, rapid prototyping and iteration, gameplay balance, scripting and programming in C#, C++ and Python, Unity and Unreal Engine, game analytics, project management, leadership, communication, content marketing, social media.

