

Jordan Delagrange

Game Design | Environment Art | Technical Tools

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PROJECT EXPERIENCE

Enclave - Environments, Foliage & Props

Academy of Art University project

- Developed landing-zone, courtyard, and grounds environments from layout studies through materials, foliage, and lighting in Unreal Engine.
- Built and refined the Uneti tree, a Dantooine tree set, starfighter, service equipment, and Jedi monument; presented asset development and textured models in interactive web viewers.

Knights of the Old Republic - Character & Creature Mod Work

Independent mod projects

- Developed and refined character, creature, droid, and armor assets through model, texture, and material workflows for KotOR projects.
- Built GhostRigger / KotOR 3D Model Converter workflows for inspecting, editing, and exporting Odyssey Engine assets, including model viewing and animation handling.

Dolphin Cove - Game Design & Rapid Prototyping

Independent Godot prototype | 2026

- Built a playable underwater prototype over an approximately five-hour implementation window, moving from steering and collection blockout to reef exploration.
- Implemented configurable pace, steering, visual detail, background motion, and audio controls for an adaptive-play concept.

Unreal-MCP-Ghost & DCC Pipeline Tools

Independent tool development

- Engineered an Unreal Engine editor plugin and Python FastMCP server with tools for Blueprints, materials, animation, UMG, and project diagnostics.
- Built RizomUV and Substance Painter integrations for UV preparation, baking, texture iteration, and material setup.

SKILLS

Art & design: Environment and level design, character and prop workflows, modular scenes, UVs, PBR materials, lighting, animation workflows.

Software: Unreal Engine, Godot, Blender, Maya, ZBrush, Substance Painter, RizomUV, TopoGun, Photoshop.

Development: C++, Python, JavaScript, TypeScript, C#, Unreal Blueprints, Git, editor tools and asset pipelines.

EDUCATION

Academy of Art University | BFA in Game Design, in progress

Focus: Character Design and Environment Design