

Jordan Delagrance

Game Design Student | Character & Environment Design | Technical Tools

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PROFESSIONAL SUMMARY

Game Design student specializing in character and environment design, with practical experience building game development tools and AI-supported workflows in organized, production-aware ways. Focused on bridging creative foundations with technical systems for high quality character work, modular scene construction, pipeline optimization, and playable worldbuilding.

EDUCATION

Academy of Art University, San Francisco, CA

Bachelor of Fine Arts in Game Design (In Progress)

Focus: Character Design and Environment Design | Standing: Sophomore | Cumulative GPA: 3.870

SELECTED PROJECTS & TECHNICAL TOOLS

Unreal-MCP-Ghost

Unreal Engine 5.6 editor plugin and Python FastMCP server

- Engineered tooling that lets AI agents inspect and modify live Unreal Engine projects through the Model Context Protocol.
- Built support for Blueprints, AI systems, animation workflows, materials, UMG, diagnostics, and integrated editor chat.
- Designed around live project inspection, editor workflows, AI tooling architecture, and organized automation.

GhostRigger / KotOR 3D Model Converter

Desktop Odyssey Engine toolkit and model pipeline

- Created a comprehensive pipeline toolkit for Knights of the Old Republic assets.
- Built workflows for inspecting, editing, and exporting updated 3D model files, including animation handling and character builder tools.
- Developed model viewing, animation, module/resource management, and asset workflow features for Odyssey Engine content.

RizomUV MCP and Substance Painter MCP

Pipeline tooling for UV preparation, material setup, baking, and texture iteration

- Built technical art tools that connect DCC and texturing workflows to repeatable AI-assisted production steps.
- Used the pipeline to improve portfolio character and prop materials with organized texture sets and cleaner presentation renders.

TECHNICAL & DESIGN SKILLS

Design: Game Design, Level Design, Environment Design, Character Design, Modular Scene Construction, Environment Storytelling.

Engines, Editors & Dev Tools: Unreal Engine, Unity, Visual Studio Code, Codex, Cursor, GitHub.

Workflow Software & DCC: Blender, Maya, ZBrush, Substance Painter, RizomUV, TopoGun, Photoshop.

Programming: C++, Python, TypeScript, JavaScript, C#, Qt, HTML, CSS, tool development, pipeline design, editor workflows.

PORTFOLIO HIGHLIGHTS

- High-fidelity character, alien, droid, and armor work presented with cleaner material response and interactive 3D model viewing.
- Environment art focused on composition, modular construction, lighting, layout planning, and readable playable spaces.
- Hard-surface prop and dressing asset work using organized UVs, tiled materials, baked detail, and portfolio-ready render angles.
- Technical pipeline projects spanning Unreal Engine tooling, asset conversion, UV workflows, texture workflows, and AI-assisted production support.

CREATIVE FOCUS

Efficient creative iteration without sacrificing imaginative vision. I approach characters, spaces, and tools with intention, asking how each asset supports story, play, and the feeling of being transported into another world.