

# JORDAN DELAGRANGE

Gameplay Developer / Technical Game Designer

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## PROFILE

C++ gameplay developer and Game Design BFA student building Routine Maintenance in Unreal Engine. My work connects enemy behavior, combat, movement, and level interactions to visible player feedback. Independent and student-project experience; project in development.

## GAME DEVELOPMENT

### Routine Maintenance | Independent Unreal Engine game | 2026-present

- Built a Reclaimer enemy loop with corpse claims, interruptible feeding, digestion resources, and an independently owned spawn sequence.
- Implemented a shaped rocket dash with separate travel, immunity, and cooldown windows; connected the mechanic to character animation and exhaust feedback.
- Developed turret targeting, deployable cover, and crane-delivered explosives with line-of-sight checks, landing clearance, and one-shot delivery state.
- Added swept projectile queries, occlusion-aware prop hit assistance, shared enemy-to-turret damage handling, and campaign-save boundaries that preserve live state when a write fails.
- Published source-linked browser studies and native Unreal captures that explain the rules, edge cases, and relationship between gameplay and presentation.

### Game Studio AAU | Student studio | June 2026-present

Game-design study and project development at Academy of Art University. Portfolio work emphasizes playable systems, implementation, and visual communication.

### KaigenStudio / UnrealMCPGhost | Independent development tools | 2026-present

Built C++ editor integration and Python tooling for Unreal workflows, asset inspection, and production diagnostics. Additional KOTOR tooling covers model inspection, rigging/retargeting workflows, and engine-format constraints.

## TECHNICAL SKILLS

**Gameplay:** C++, Unreal Engine, enemy behavior, collision queries, state machines, movement, weapons, persistence.

**Supporting tools:** Python, C#, Blueprint, Godot, Git, Blender; debugging and DCC integration.

## EDUCATION

**Academy of Art University** - BFA, Game Design, in progress (2024-2029); GPA 3.786.

**Pacific College of Health and Science** - Doctor of Acupuncture and Chinese Medicine, December 2024.

## LEADERSHIP & OTHER EXPERIENCE

**Sanctuary of Art and Healing** - Founder / Sports Therapist, September 2020-present.

**United States Marine Corps** - Sergeant (E-5), Field Radio Operator, August 2014-September 2018. Tactical communications and team leadership.