

Jordan Delagrance

TECHNICAL GAME DESIGNER & SOFTWARE ENGINEER

San Diego, CA | 260-444-1159 | shaolinghostdesign@gmail.com

Portfolio | LinkedIn | GitHub / CrispyW0nton | ArtStation

Technical game designer and software engineer who turns design ideas into playable C++ systems and the tools to build them. Combines Unreal combat and encounter design, legacy-engine reverse engineering, local LLM fine-tuning, and full-stack product development. Brings hands-on implementation, technical troubleshooting, business ownership, and U.S. Marine Corps leadership.

TECHNICAL AND DESIGN SKILLS

Gameplay: Unreal Engine, C++, Blueprints, Unity/C#, Godot; combat, enemy behaviors, encounter pacing, ability systems, level design, rapid prototyping.

Software: Python, TypeScript, JavaScript, SQL, HTML/CSS; React, Next.js, Electron, FastAPI, Qt/PySide6, REST APIs, Git, automated tests.

AI and systems: PyTorch, QLoRA/LoRA, PEFT, Unsloth, TRL, GGUF, Ollama, retrieval, MCP; Ghidra, Win32 debugging, x86 hooks, binary asset formats.

Art and production: Blender, Maya, ZBrush, Substance Painter, RizomUV, Photoshop; modular environments, rigging, animation, PBR materials and VFX integration.

GAME DESIGN AND DEVELOPMENT EXPERIENCE

Game Designer • Game Studio AAU

Student studio | Jun 2026-present

- Develop gameplay systems, level layouts and playable prototypes alongside BFA study, connecting design documentation with programming and 3D production.

Routine Maintenance • Technical game design and gameplay

Independent Unreal Engine game in development | 2026-present

- Built an enemy scavenging loop with exclusive corpse claims, interruptible feeding, digestion and population-limited spawning, creating opportunities to disrupt enemy growth.
- Implemented rocket-dash movement with separate travel, immunity and cooldown settings; connected locomotion and weapon actions to animation, VFX and audio.
- Designed boss attack telegraphs, collision-aware crystal volleys and charge/heat weapon behaviors; published interactive explanations tied to C++ system states and edge cases.

Kaigio Studio and Unreal-MCP-Ghost • Creative development tools

Independent desktop and editor-tool development | 2026-present

- Built a desktop project workspace with AI conversations, asset review, synchronized 3D comparisons and content-addressed version history that preserves source files.
- Developed a C++ Unreal editor bridge and Python MCP tooling for Blueprint graphs, AI, animation, materials, UMG and diagnostics; connected DCC workflows for repeatable content preparation.

Dolphin Cove • Adaptive play prototype

Independent Godot and Unity project | 2026

- Designed underwater exploration with adjustable movement, steering, sound and visual detail; brought the prototype into Unity with mobile gyro steering and configurable boost input.

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Software engineering, AI research and professional background

SELECTED SOFTWARE ENGINEERING PROJECTS

Satori and GDeveloper • Local AI training and desktop integration

Independent AI research and software development | 2026-present

- Fine-tuned Llama 3.1 8B with QLoRA/PEFT and Unsloth; retained versioned adapters and checkpoints, including completed 190-step and 467-step training runs.
- Integrated Satori into the Electron/React/TypeScript GDeveloper application through a local provider, conversation and tool-call bridge, runtime supervision and regression tests.
- Built model evaluation and promotion controls; investigated deterministic CUDA checkpoint/resume behavior and developed research views for training evidence and hidden-state probes.

GhostStudio and KOTOR tools • Reverse engineering and asset pipelines

Independent modding tools and extensions | 2026-present

- Developed a C++/Python Qt toolkit for KOTOR resource inspection, rigged-character workflows, animation retargeting, module editing and validated MDL/MDX export.
- Extended an existing KOTOR patch framework with custom animation work; built Win32 debugging tools for exception capture, breakpoint handling and crash evidence, plus a Reone command-acknowledgment workflow.

Apex Intelligence • Founder and AI software development

Private hybrid-AI SaaS prototype | 2026-present

- Developed a FastAPI/Next.js prototype combining document retrieval, an employee workspace, redaction and local/cloud model routing with content-minimized audit receipts.
- Implemented an encrypted NDA archive with clearance checks before decryption and local-only handling of restricted work; built the React/TypeScript marketing website.

Web applications and portfolio • Full-stack development

Independent business and creative platforms

- Built a Next.js practitioner portal with Supabase authentication, PostgreSQL row-level access, private documents and signed Square webhooks; created a responsive portfolio with interactive 3D and gameplay breakdowns.

LEADERSHIP AND PROFESSIONAL EXPERIENCE

Founder and Sports Therapist • Sanctuary of Art and Healing | Sep 2020-present

Operate a San Diego practice, balancing client communication, individualized care and day-to-day business responsibilities.

Sergeant E-5 and Field Radio Operator • U.S. Marine Corps | Aug 2014-Sep 2018

Installed, operated and maintained tactical radio communications; advanced to Sergeant within four years.

EDUCATION AND CREDENTIALS

Academy of Art University • BFA in Game Design, in progress | 2024-2029

GPA 3.786 | Systems design, level design, game engines, scripting and 3D modeling.

Pacific College of Health and Science • Doctor of Acupuncture and Chinese Medicine (DACM), Dec 2024.

U.S. Marine Corps: Corporals Staff Noncommissioned Officer Academy, Jul 2017; Communication Electronics School Graduate, Mar 2015.