

JARED N. CIANO

SYSTEMS | PHYSICAL & DIGITAL DESIGN | TESTING



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SUMMARY

A highly adaptive, systems-focused designer, committed to creating engaging and satisfying mechanics in both digital and physical mediums.

Proficient in multiple forms of testing practices and highly passionate about bringing any project to the highest level of usability and quality.

SKILLS

- Rules & Systems Design
- Physical & Digital Design
- Agile Game Testing (Play, Management & Analysis)
- Scrum Master Certified
- Design & Rules Documentation
- Casual & Complex Game Design
- Content Design
- Expansion & Sequel Design
- Designing Within Constraints
- Visual Studio: C#
- Unity (2D & 3D)
- Microsoft Excel
- Microsoft Word
- Microsoft PowerPoint

EDUCATION

GAME DESIGN BS || BUSINESS ADMINISTRATION MINOR

Champlain College, Burlington VT, May 2020

- **Senior Year | 3.7 GPA | Dean's List**
- Studied abroad on Montreal Campus
- Mentor work with incoming designers since 2018

WORK EXPERIENCE

QA Lab Manager || Champlain College (*Spring 2019 || Management Position*)

- Organized and oversaw the Game Testing Lab of Champlain College VT, Montreal
- Facilitated communication between lab activities and main campus in Vermont

Game Testing Internship || Champlain College (*August 2019- Spring 2020*)

- Worked with the college's Game Testing Lab to integrate Agile Design practices
- Designed, created and tested new sign-in tools to help streamline testing.

PROJECTS

EIRA: ECHOS OF ADVENTURE: SENIOR CAPSTONE PROJECT

Systems & Level Designer || Testing & QA Lead

- **August 2019 – April 2020 | Team of 21 | 6 Months | 4600+ Hours**
- A treasure-hunting game, where players terraform with piles of snow to explore an arctic planet and uncover lost treasures
- Designed systems and levels. Ran 100+ hours of testing
- Included multiple weeks of in-person & remote development communications
- Successfully published game on Steam, May 2020

AVAST YE- BLIMEY!: PERSONAL PROJECT

Product Owner & Manager || Lead Designer || Testing Manager

- **Fall 2015 – Ongoing | Personal Project | 3+ years | 300+ Hours**
- A pirate themed dueling card game of strategy and prediction
- **Physical game:** 2 Decks of 14 unique crewmembers, tri-fold board, coin, rule booklet and box. 2 Expansion are already designed for future releases
- Designed all components, rules and am currently managing art development
- Expected completion in Mid 2021, followed by crowd-funding campaign

BUMPER BANK: PERSONAL PROJECT

Owner || Designer || Testing Manager

- **Spring 2020 - Ongoing | Solo-Project | 10 Weeks | 125+ Hours**
- A mobile, pinball inspired idle-game focused on visual satisfaction & upgrades.
- Designed physics-based randomization, visual feedback & interaction menus.