

Jackson Schanz

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Summary:

Incredibly passionate and dedicated systems designer, freshly graduated and seeking experience. Skilled in developing engaging mechanics, interconnected game systems and balancing.

Technical Skills:

Unity, Unreal Engine 5, Photoshop, Excel, Google Sheets, Maya (Basics), C#, and Unreal Blueprints Visual Scripting.

Design Skills:

Building interactive systems, Balance Tuning, Mechanic Design, Cross Department Communication, Code Debugging.

Experience:

Creative Lead – Capstone Project “*Mindshift*”

Jan – Aug 2025

- Directed the creative vision for a team-based game project, from concept to implementation
- Collaborated with programmers and designers to develop **core mechanics** and intuitive **level layouts**
- Wrote and **debugged scripts** in Unity using C#

Employment:

Nutritional Services Clerk, Encompass Health, Round Rock TX

2020 – 2024

- Responsible for tracking and updating the nutritional requirements of patients and relaying the information to the Kitchen staff
- **Redesigned** old workflow process **reducing task time** by over **83%**, from 3 hours to just 30 minutes

Sensei (Tutor), Code Ninjas, Round Rock TX

2025 – Present

- Taught groups of children aged 7–17 programming fundamentals in Scratch, MakeCode Javascript, and Unity C#
- Fostered an engaging, supportive learning environment and adapted lessons to student needs

Education:

Austin Community College

2017 – 2025

Associate of Applied Science, Game Design

Organizations: IGDA

2025