

Jayden Currence

Game Producer

jaydencurrence@gmail.com | (321) 947-6261 | Orlando, FL | Github: NerdForEternity

EDUCATION

University of Central Florida

B.A., Digital Media

- Dean's List - Spring 2023, 2025
- UCF Democrats - Secretary 2023 - 2025

May, 2026

Orlando, FL

WORK EXPERIENCE

Icebreak Studios

Game Producer

Sept. 2025 – Present

Orlando, FL

- Authored comprehensive production and audio strategy documentation, defining the technical requirements and creative goals to ensure cross-departmental alignment.
- Orchestrated asset pipelines and project milestones, managing the transition from conceptual planning to integrated development to maintain project momentum.

Barista Boo's

UI Designer

Aug. 2025 – Dec. 2025

Orlando, FL

- Designed and implemented a cohesive visual interface that balanced thematic "spooky-cute" aesthetics with functional clarity for complex cafe-management systems.
- Developed interactive wireframes and UI assets, streamlining the player experience through intuitive navigation and clear feedback for high-speed gameplay loops.

Aramark

Service and Operations Worker

Aug. 2022 – Present

Orlando, FL

- Efficiently managed rapid-fire task lists in a high-pressure, time-sensitive environment, consistently meeting strict "speed of service" KPIs (Key Performance Indicators).
- Handled complex customer inquiries and resolved service bottlenecks with professionalism, maintaining a positive team morale during peak "rush" periods.

TOOLS

- Unreal Engine 5
 - C++
 - Blueprints
- Unity 6
 - C#
- Adobe Photoshop
- Figma
- Microsoft Office Suite
- Git
- Autodesk Maya

SKILLS & INTERESTS

- **Skills:** Strategic Planning; Cross-Functional Collaboration; Team Advocacy; Morale Management
- **Interests:** Video Games; Music; Anime; Technology; Photography