

JIANNA LOOR

GAME DESIGNER | GAMEPLAY DEVELOPER

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WORK EXPERIENCE:

Developer Co-Lead

Jun 2025 – Present

RYTE Institute, Montclair State University

- Design, prototype, and implement gameplay interactions for Timewalk, a multiplayer VR narrative experience developed as both a networked Meta Quest experience playable from independent locations and a six-player co-located version for Dreamscape Learn.
- Adapt gameplay mechanics, interactions, and virtual environments between platforms, accounting for differences in physical space, player movement, input, and multiplayer behavior while preserving the intended player experience.
- Collaborate with developers, artists, animators, writers, faculty, and stakeholders through 10+ playtests, using player feedback and observed behavior to iterate on interactions, tutorials, navigation, pacing, and multiplayer flow.
- Optimized performance and memory usage through Unity profiling and compression of 500+ assets, reducing memory consumption by 60% and improving runtime performance by 40%.

Student Researcher – AR Developer

Oct 2024 – Jun 2025

Hu-Au XR Lab, Montclair State University

- Designed and developed a location-aware AR navigation prototype in Unity for Orion glasses, using real-time positional tracking and spatial guidance to support campus wayfinding.
- Integrated GPS and OpenStreetMap data to dynamically maintain directional guidance as player position and destination changed.
- Presented iterative prototypes and live demonstrations to researchers and peers, incorporating usability feedback to refine interaction clarity and navigation flow.

Graduate Teaching Assistant – Unity Game Development

Sep 2023 – May 2024

School of Computing, Montclair State University

- Mentored students through the design and implementation of Unity games, providing technical and design feedback on gameplay mechanics, scripting, level design, and player interaction.
- Evaluated playable projects and helped students identify gameplay problems, explore potential solutions, and iterate on mechanics based on feedback.
- Created GitHub onboarding documentation to streamline collaborative workflows for junior developers.
- Led Unity workshops introducing game development fundamentals to newly admitted students and supported rapid prototyping and debugging.

GAME PROJECTS:

Coconut, 2D Tycoon Game

Jun 2024 – Jul 2024

- Designed and shipped an incremental tycoon game featuring interconnected economy, progression, shop, inventory, leaderboard, and prestige systems, creating short- and long-term player goals.
- Released commercially on Steam, reaching 66,000+ downloads.

Educational VR Game

Sep 2023 – Nov 2023

- Co-designed and developed an educational VR game featuring gameplay centered on memory, problem-solving, motor coordination, and physics-based player interactions.
- Awarded 2nd Place in the Casabona Future Scientists Program showcase.

EDUCATION & CERTIFICATES:

Montclair State University

Montclair, NJ

Master of Science in Computer Science

Jan 2025

Bachelor of Science in Biology

May 2023

Certificate in Game Development

May 2023

TECHNICAL PROFICIENCIES:

Game Design: Gameplay Systems | Systems Design | Multiplayer Design | Interaction Design | Rapid Prototyping | Playtesting & Iteration

Tools & Engines: Unity | Unreal Engine | Godot | Meta Quest | HTC Vive Headsets | Git

Programming Languages: C# | Python | C++ | GDScript

References available upon request