



JAKE VELICER

DESIGNER | PROGRAMMER | EDITOR

CONTACT

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ACHIEVEMENTS

Successfully published the mobile title Hot Wings for both iOS and Android

Showcased multiple projects at FUSE, a one-day exhibition of student created work attended by over 1,500 people annually

Made the Bradley University Dean's List during the years of 2016, 2018, 2019, 2020

SKILLS

Software

Unity
Unreal Engine
Maya
ZBrush
Adobe Suite

Programming Languages

C#
Java
C++
Python

Platforms/Frameworks

GitHub
PC
Xbox
Oculus
Android
iOS

EXPERIENCE

F84 Games - Los Angeles, CA

Design Intern, August - December 2018

Pitched mobile game concepts for major IPs such as *Disney World*, *Foo Fighters*, and *Scooby-Doo* that were reviewed and adopted by Senior Designers. Edited behind the scenes content posed at further developing F84s community presence online. Designed and implemented set pieces for multiple levels in a game based around the DC IP, *Aquaman*. Documented bugs encountered while playtesting games under the *Wreck it Ralph* and *Tootsie Pop* IPs. Successfully programmed the localization of multiple languages for a game under the *Scrabble* IP.

Change Lab - Los Angeles, CA

Game Design Intern, September - December 2018

Developed gamified learning experiences with the purpose of teaching fundraising techniques to volunteers. Iterated upon the next game concept to be put into production by developing and testing paper prototypes with the design team. Implemented systems such as: enemies, saving scores, saving the current level, and game restart. Created essential tips for the help system in the experience *Brain Planes* for mechanics older audiences found challenging.

iD Tech - Remote

Online Private Instructor, June - August 2019, June 2020 - Present

Instruct students on a variety of topics including programming, game development, 3D modeling, and video editing at different skill levels. Regularly teach myself new programs and skills to ensure students reach their goals for their projects as well as keep myself sharp and updated on industry practices.

EDUCATION

Bradley University - Peoria, IL

Interactive Media: Game Design - Bachelor of Science, 2016 - 2020

- Mastered and applied fundamental concepts of game design and animation
- Learned essentials of graphic design by developing interface concepts with a focus on iteration
- Utilized the Unity engine to develop over 20 games with a large focus on primary mechanics
- Worked under agile production schedules for projects with multiple iterations due each week