





JAKE VELICER

DESIGNER | PROGRAMMER | EDITOR

CONTACT

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ACHIEVEMENTS

Published the PC game *Circuit Breaker* on Steam as part of an Indie Dev Studio

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

Modern Motion Pictures - Los Angeles, CA - Remote in St. Louis, MO

Full Stack Unity Developer, June 2021 - Present

Develop and maintain multiple larger applications used for on-set operations, implementing new feature requests as well as fixing bugs that may arise. Program multiple custom interactive graphics on the daily for clients of *Disney*, *Apple TV*, and *CBS*. Iterate upon intuitive functionality by consistently testing our apps in a real world scenario manner. Further improve internal tools in downtime to make the process of creating custom graphics more efficient.

iD Tech - Remote in St. Louis, MO

Online Private Instructor, June - August 2019, June 2020 - June 2021

Instructed students on a variety of topics including programming for game development in Unity and Unreal Engine, 3D modeling in Maya or Blender, and video editing in Adobe Premiere - all for different skill levels. Regularly taught myself new programs and skills to ensure students reached their goals for their projects as well as kept myself sharp and up to date on industry practices.

F84 Games - Los Angeles, CA

Design Intern, August - December 2018

Pitched mobile game concepts for *Disney World*, *Foo Fighters*, and *Scooby-Doo* that were reviewed and adopted by Senior Designers. Edited behind the scenes content posed at developing F84's community presence online. Designed and implemented set pieces for multiple levels in a game based around the DC IP *Aquaman*. Documented bugs encountered while play-testing games under the *Wreck it Ralph* and *Tootsie Pop* IPs. Successfully programmed the localization of multiple languages for a game under the *Scrabble* IP.

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