

# ELIJAH COBB

## Game Developer

### SKILLS

#### Abilities

Game Design	UI/UX
Level Design	3D Art
Graphic Design	Data Vis
Web Development	Data Analysis

#### Software

Unity	Maya
Unreal	Photoshop
Javascript	Illustrator
Python	Substance

### INTERESTS

Urban Design  
Data Visualization  
Contemporary Art  
Theater  
The Olympics

### CONTACT DETAILS

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Somerville, MAe

### EXPERIENCE

#### ASSISTANT MANAGER

Escape the Room Boston - Boston, MA

2021 - Present

- Runs escape room experiences by giving clues and managing customers.
- Solves technical problems involving custom unity software, wiring, and audio and video.
- Works with other team members to rapidly reset rooms and assist with running their rooms.

#### GAME DEVELOPMENT INTERN

Mass Digi Summer Innovation Program - Worcester, MA (Remote)

2020

- Worked with a small team to make a published mobile game about a mischievous raccoon.
- Managed the source control and build pipeline in Plastic and Unity Cloud Build.
- Designed and documented the level design process and power-up system in Miro.
- Analyzed gameplay data and used the results to iterate game design and fix bugs.

#### FINANCIAL EDUCATION GAME DIRECTOR

Thrive - Boston, MA

2020

- Directed and designed a serious game teaching college students financial concepts.
- Lead development in C# programming and 3D design and interface in Unity.
- Implemented a dialogue system with Inkle using information from finance experts.

### PROJECTS

#### CHRONOSQUAD

2021 - Present

- An Mobile AR Pervasive game revealing the hidden histories of Malden, MA
- Acted as the developer of the app using Unity with the vuforia plugin.
- Created UI, progression, dialogue, and puzzle systems

#### ROAD TRIP: NORTHERN MYSTERY

2020 - 2021

- Lo-fi driving adventure game made for Northeastern's senior games capstone
- Directed the game and created art assets, levels, and game design

#### 30-50 FERAL HOGS

2019

- A mini top down shooter based on the twitter meme of the same name.
- Released to itch.io with 32K views and features in Vox and Forbes

### EDUCATION

#### NORTHEASTERN UNIVERSITY - BOSTON, MA

Bachelor of Fine Arts in Game Design, 2017-2021

Minor In Data Science

- Graduated Summa Cum Laude

#### Relevant Classes

- |                                      |                               |
|--------------------------------------|-------------------------------|
| - Foundations of Game Design         | - Foundations of Data Science |
| - Level Design and Game Architecture | - Game Research Methods       |
| - Experimental Game Design           | - Programming Basics          |
| - Game Interface Design              | - Game Studio                 |

#### Activities

- Secretary of Northeastern Quiz Bowl
- Mentor and Speaker for Northeastern Game Development Club
- Four time participant and volunteer at Northeastern's Global Game Jam site