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|  | Timothy Jeske | | |  |
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| Contact PO BOX 423  Lakefield MN, 56150  (507) 840-0202  Jeske.timothy@yahoo.com | | Objective Since separating from the military, I have graduated Summa Cum Laude from American Military University in December of 2020. I have been hard at work with my own projects in Unity and Horizon Worlds. I’m a fast learner and give 110% in everything I do. I am currently attending Full Sail University’s Game Design Master’s program. | | |
| Education American Military University  BS Information Technology  3.9 GPA  Full Sail University  MS Game Design  4.0 GPA | | Experience January 2020 – Present  Unity & Horizon Worlds Developer • Damned Cat Studio  August 2008 – August 2016  Material Manager • United States Air Force | | |
| **Awards**  Summa Cum Laude  Presidents List  Dean’s List  Air Force Achievement Medal Skills Unity, Godot, Unreal, C#, GDScript, Blueprints, Technical Design, Systems Design, Jira, Confluence, GitHub | | Projects Idle Merge: 2021-2022 – Damned Cat Studio   * Sole Developer   Sluggerpunk: 10/2023 – 05/2024 – Sluggerpunk Studio   * Programmer   Wondering Will: 05/2024 – Present – Zygobot Studio   * Sole Programmer   Rampant Reload: 06/2024 – 07/2024 – 8D Productions   * Scripted enemy wondering mechanic. Customizable UI button placement mechanic. Multitap firing mechanic.   Mythology Mayhem: 06/2024 – Present – Zygobot Studio   * Programmer | | |
| **Portfolio**  <https://gausroth.github.io>  <https://github.com/Gausroth> | | References John Weland, [john.weland@gmail.com](mailto:john.weland@gmail.com), 830-312-6262, Solutions Architect. | | |