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|  | Timothy Jeske  Game Designer & Developer | | |  |
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| Contact PO BOX 423  Lakefield MN, 56150  (507) 840-0202  [Jeske.timothy@yahoo.com](mailto:Jeske.timothy@yahoo.com) | | Objective I am a United States Air Force veteran of 8 years and a game designer and developer with 4+ years of Unity and C# experience. I have a master’s degree in game design from Full Sail University and have worked on many projects both personal and Academic. | | |
| SkillsUnity, Godot, Unreal, C#, GDScript, Blueprints, Technical Design, Systems Design, Jira, Confluence, GitHub | | Experience January 2020 – Present • Damned Cat Studio   * Producer * Systems Designer & Developer * UI Designer & Developer | | |
| Education Full Sail University  MS Game Design  4.0 GPA  American Military University  BS Information Technology  3.9 GPA  **Awards**  Summa Cum Laude  Presidents List  Dean’s List  Air Force Achievement Medal | | Personal Projects Idle Merge: 2021-2022 – Damned Cat Studio   * Sole Developer * Integrated Google Play SDKs * Integrated Mobile Ads  Academic Projects Sluggerpunk: 10/2023 – 05/2024 – Sluggerpunk Studio   * Designed & Developed Level Hazards * Designed & Developed UI * Integrated Button Customization   Wondering Will: 05/2024 – Present – Zygobot Studio   * Developed all Boss Encounters * Designed & Developed UI * Designed & Developed Player Interactions   Mythology Mayhem: 06/2024 – Present – Zygobot Studio   * Optimized All Scripts * Optimized & Polished All Levels * Implemented 2D & 3D Lighting | | |
| **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. | | |