



# Jack Edward Moore

"I create art that connects people to each other through imaginative environments intertwined with storytelling."

## Contact

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## Skills and Proficiencies

• Java/Javascript



• C Languages



• Python



• HTML5/CSS



• Zbrush



• Autodesk Maya



• 3DS Max



• Illustrator



• Photoshop



• After Effects



• Adobe Animate



• Unreal Engine



• Computer Hardware



## Education

*George Mason University, Fairfax, Virginia*

2019 - 2022

BA, Art and visual Technology with a concentration in New Media and a minor in Animation

*Worcester Polytechnic Institute, Worcester, Massachusetts*

2016 - 2019

Studied computer science, interactive media and game design

## Experience

*Artist/Web Designer, Boys & Girls Club, Warrenton, VA* April 2020 - March 2022

- Creation and development of online prescence
- Creating assets such as logos, designs, and physical art
- On-call assistance for system or website emergencies

*Owner, Gimik Studios & Production, Kallispel, MT*

2018 - Present

- Managing and collaborating in and with large and small groups
- Creating presentation material for events, clients, and employees
- Proper documenting for clients, grants, and federal entities

*Web Development Intern, Yext, Tysons Corner, VA*

April - June 2016

- Revised and edited new hire traning material
- Built websites for corporations using HTML5, CSS and Javascript

## Projects

*Dynamic Environments in Virtual Reality, Senior Capstone*

2021 - Present

- Individual project for graduation from George Mason University
- Received grant for research
- Relocated to Montana to research and model Big Sky National park
- Utilizes Valve VR kit as well as haptic gear

*World of Tealara, Personal project*

2018 - Present

- World-building built off of stories within the same universe
- Team-building exercises that focus on collaborative story-telling
- Living world that changes after each meeting

*Waffle Fight, Lead Programmer, Worcester, Massachusetts*

2019

- A one versus one game fighting and trying to collect the most waffles
- Worked in a team of five members
- Created during a game jam

*Colossal Ascent, Lead Artist, Worcester, Massachusetts*

2018

- A platformer game
- Worked in a team of six members
- Custom controller

*Black Sheep, Lead Programmer, Worcester, Massachusetts*

2017

- A game with no way to win, a narrative on conforming due to bullying
- Worked two person team
- Game using Perlenspiel a basic game engine using javascript as its backend