

Jesse Torres

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PROJECTS

Call of Duty Zombies Website – Solo Project | Html, CSS, JavaScript Fall 2024

Interactive Mobile Comic

- Designed and developed a website focused on Call of Duty Zombies lore, maps, and data.
- Utilized HTML, CSS, and JavaScript to create and host the site independently.
- Integrated data visualization (D3.js) to display Zombies-related statistics.

Superposition: The Thief and the Elemental – Team Project | Unity, C# Spring 2024

Interactive Mobile Comic

- Developed an interactive mobile comic integrating quantum mechanics concepts.
- Collaborated with a team of 4 to design narrative, visuals, and interactive elements.
- Designed and optimized 2D assets to match the game's aesthetic and performance needs.

Molar Mayhem – Solo Project | Unity, C# Fall 2023

First Unity Project

- Designed and developed all aspects of the game, including coding, art, and animation.
 - Created an intro animation using Premiere.
 - Designed and optimized 2D/3D assets to match the game's aesthetic and performance needs.
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PROFESSIONAL EXPERIENCE

A Sweet Affair Bakery Mar 2023 - current

Financial Training assistant

- hands-on training in financial record-keeping,
- transaction tracking and basic bookkeeping to support business operations.
- Learned proper cash handling procedures, inventory management
- Developed attention to detail, organizational skills, and an understanding of business financial processes while assisting with daily operations.

Alamo Pet Care Clinic Jun 2020 - Aug 2022

Veterinary Volunteer Work

- Provided weekend care for animals by administering medications, feeding, walking, and cleaning to ensure their well-being.
 - Developed strong time management, responsibility, and attention to detail while offering compassionate care and support to pet owners.
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EDUCATION

Boise State University Aug 2023 - May 2027

Bachelor of Science

Major: Games/Interactive Media/Mobile
Technology