Jacob Copeland

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Summary

Professional with years of experience working in development and in team environments across multiple industries. Bringing knowledge of a variety of software and programming and an eagerness to learn and improve further.

Skills

Communication: Maintained effective communication with team members working remotely on several game projects.

Organization: Managed tasks to meet objectives and deadlines during eight-month project in the Computer Systems Technology course.

Teamwork: Provided guidance to a team of artists as Lead Modeler for a three-month game project at The Art Institute of Vancouver.

Education

Computer Systems Technology, Diploma

Saskatchewan Polytechnic, Saskatoon SK

September 2021 – May 2024

- **Database Management:** Use of SQL for relational databases and Cypher for graph databases.
- **Programming:** Software and website development using programming languages such as C, C#, CSS, HTML, Java, JavaScript, Swift, and TypeScript.
- **Software:** Use of software such as Docker, Visual Studio, VMWare, VS Code, WebStorm, and the Microsoft Office Suite (Access, Excel, PowerPoint, Word)
- **Web Development:** Development libraries and tools such as Bootstrap, Express, Next, React, Node, and Vue.

3D Modeling for Animation & Games, Diploma

The Art Institute of Vancouver, Burnaby BC (*now LaSalle College)*

September 2012 – June 2014

- 3D animation, lighting, modeling, and rigging using Autodesk Maya.
- Material and texture creation using Autodesk Maya and Photoshop.
- Sculpting concept art and character models using Zbrush.

Project History

Beetlympics (PC, Android) 2020

GearSteak

3D modeler/animator

- Created 3D assets and animations with direction from the lead Game Designer.
- 3D modeled, rigged, and animated using Blender.

Evolunchon (PC) 2013

The Art Institute of Vancouver

Lead Modeler

- Coordinated with project leads and team to develop 3D game assets that matched the project design.
- 3D modeled and textured assets using Autodesk Maya and Photoshop.

Traumerin (PC) 2013

Velvet Ant Studios

2D artist/animator

- Designed and created 2D character sprites and animations using Photoshop.
- QA tested for functionality and playability.

Work Experience

Grocery/Produce Clerk

Save-On-Foods, Saskatoon SK

September 2016 - September 2021

- Worked in the grocery, dairy, freezer, and produce departments.
- Ensured workspaces were clean and department logs were properly filled.
- Organized backroom overstock and assisted with store planograms.