

JACOB FURLOUGH

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WORK HISTORY

Game Designer for Twisted Tales

Raleigh, NC — July 2017-Present

I work on nearly every facet of the game, using Blueprint scripting in the Unreal Engine 4 to create gameplay elements, design levels, create UI, implement sounds, and more. I am also responsible for much of the conceptual design of the game as well.

Courier at Kirshbaum, Nanney, Keenan & Griffin P.A. Attorneys at Law

Raleigh, NC — November 2016-Present

Work as a courier sending and receiving mail as well as doing data entry, courthouse work, and a variety of other small jobs throughout the office.

Quality Assurance Tester at Duke Human Simulation and Patient Safety Center

Durham, NC — November 2014-April 2016

Worked discovering and reporting bugs, causes for known bugs, spelling errors, and discordance between the design document and the game itself. Along with this I communicated frequently with other testers and the programmers to clarify bug reports and to test resolved bugs.

Accomplishments

- Worked on and completed a hospital handover simulation.
- Worked on or advised on other educational simulations.

OTHER

Competitive Gaming

2008-Present

Long history of competitive games, having found success in a variety of genres ranging from TCGs to fighting games. Additionally, have worked in many roles for tournaments such as commentator, streamer, and bracket manager for local and regional events.

Accomplishments

- Numerous 1st place finishes in TCGs and fighting game local tournaments
- Top placements at regional level TCG tournaments (~200 entrants)
- Top 8 and top 16 placements at regional level fighting game tournaments in singles (~150 entrants)
- Up to top 5% placement at national level fighting game tournaments (~2500 entrants)
- Have worked as a coach (paid) temporarily for many local players
- Currently coach for Bruce "Donquavious" Sawyer, strongest player of his character in the US

EDUCATION

Wake Technical Community College

Associate in Science — Date achieved: 05/27/2015

North Carolina State University

Design Studies BA with a minor in Japanese Language — Date achieved: 5/8/2020

SKILLS

Game Design

- System Design
- Level Design
- Implementation and Balancing

Programming

- Strong with Unreal Engine 4 Blueprints
- Basics for C++
- Beginner in Python, HTML, Java

Competitive Games:

- Disciplined practice, review, and understanding of gameplay
- Communication of specific gameplay concepts in an understandable and succinct manner

Other:

- Intermediate Japanese (speaking, reading, writing), continued study
- Basic use of DAWs such as CakeWalk
- Proficient with Microsoft Word and Excel