

# Jacob Coles

Level Designer

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502-533-3149

## Technical Skills

**Languages:** C# (2 years)

**Software Experience:** Confluence, JIRA, Trello, Machinations, Visual Studio, Perforce, GitHub, Microsoft Office, Quixel Bridge, Asana

**Engine Experience:** Unreal Engine 4, Unreal Engine 5, Unity

**Certifications:** A+, Microsoft Office Specialist, ACiT, iOS, MECP

**Portfolio:** [jacobatemyowl.github.io](https://jacobatemyowl.github.io)

## Previous Project Experience

***Lost Soul (PC)*** 2023

**Roles:** Level Designer

- Game created for the IGDB Game Jam – made in two weeks in Unity
- 2D 8-axis game where player controls pirate ship and guides it through multiple levels inspired by pirate themes
- Responsible for the level design, implementation of level scripts, and implementation of art assets

***Titans' Tower (PC)*** 2022

**Roles:** Lead Level Designer, Gameplay Programmer

- Capstone project for Full Sail university that I worked on for my last semester with a team of 6 designers.
- First-person shooter game that incorporates elements of the tower defense genre. The player defends the core from waves of enemies that get increasingly difficult as they progress.
- Directly responsible for designing two levels and ensuring that every level followed the game's theme.
- Responsible for the gunplay, including reloading, ammunition, and switching.

***Christmas Inc. (PC)*** 2023

**Roles:** Level and UI Designer

- Christmas themed Tycoon game where elves need the player's expert managing skills to streamline the toy making process in Santa's Workshop
- It was made entirely in 5 days by a team of 8 - I was one of 4 principal designers on the game and primarily focused on the camera movement, UI functionality, and the level design.

## Work Experience

**Desktop Support Technician** 2023 to Present, Medvantx

- Handles day to day IT operations for the company, including onboarding and offboarding credentials, auditing company access, troubleshooting issues with users, and working Tier 1 and 2 tickets through JIRA

**Education:** Bachelor of Science in Game Design – Graduated Salutatorian with a 3.95 GPA

*Full Sail University*

**Favorite Games:** Super Mario RPG: Legend of the Seven Stars, Death Stranding, Rocket League, Dead Space 2, Mirror's Edge, Hitman: Absolution, The Evil Within, Bioshock: Infinite