





JAKE VELICER

DESIGNER | PROGRAMMER | EDITOR

CONTACT

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jakevelicer.com 

ACHIEVEMENTS

Programmed motion graphics used on set
in over 53 TV Shows or Movies

Published the PC game *Circuit Breaker* on
Steam as part of an Indie Dev Studio

Self published the mobile title *Hot Wings*
for both iOS and Android

Accepted to the Midwest Developers
Conference 2024 to showcase a game in
development as part of an Indie Studio

SKILLS

Software

Unity
Unreal Engine
Maya
ZBrush
Adobe Suite

Programming Languages

C#
C++
Java
Swift
HTML
CSS

Platforms/Frameworks

GitHub
PC
macOS
iOS
Xbox

EXPERIENCE

Modern Motion Pictures - Los Angeles, CA - Remote in St. Louis, MO

Full Stack Unity Developer, June 2021 - Present

Develop and maintain multiple larger applications used for on-set operations, implementing new feature requests as well as fixing bugs that may arise. Program multiple custom interactive graphics on the daily for clients of *Disney*, *Apple TV*, and *CBS*. Iterate upon intuitive functionality by consistently testing our apps in a real world scenario manner. Further improve internal tools in downtime to make the process of creating custom graphics more efficient.

iD Tech - Remote in St. Louis, MO

Online Private Instructor, June - August 2019, June 2020 - June 2021

Instructed students on a variety of topics including programming for game development in Unity and Unreal Engine, 3D modeling in Maya or Blender, and video editing in Adobe Premiere - all for different skill levels. Regularly taught myself new programs and skills to ensure students reached their goals for their projects as well as kept myself sharp and up to date on industry practices.

F84 Games - Los Angeles, CA

Design Intern, August - December 2018

Pitched mobile game concepts for *Disney World*, *Foo Fighters*, and *Scooby-Doo* that were reviewed and adopted by Senior Designers. Designed and implemented set pieces for multiple levels in a game based around the DC IP *Aquaman*. Edited behind the scenes content posed at developing F84's community presence online. Documented bugs encountered while play-testing games under the *Wreck it Ralph* and *Tootsie Pop* IPs. Successfully programmed the localization of multiple languages for a game under the *Scrabble* IP.

EDUCATION

Bradley University - Peoria, IL

Interactive Media: Game Design - Bachelor of Science, 2016 - 2020

- Mastered and applied fundamental concepts of game design and animation
- Learned essentials of graphic design by developing interface concepts with a focus on iteration
- Utilized the Unity engine to develop over 20 games with a large focus on primary mechanics
- Worked under agile production schedules for projects with multiple iterations due each week