Jan Ning

JanNingPersonal@gmail.com · bit.ly/JanNing

Education

University Of California Santa Cruz — Santa Cruz, CA
BA Art & Design: Games & Playable Media *GPA: 3.8* — Fall 2020 - June 2022

Irvine Valley College — Irvine, CA
IGETC Certification (Dean's List) *GPA: 3.7* — Fall 2018 - June 2020

Work Experience

Wondries Toyota — Temple City, CA
Sales Porter — June 2018 - September 2020

- Directed new employees and maintained a clean work environment
- Assisted customers via thoroughly answering any inquiries about vehicles
- Detailed various car models and managed car inventory for the dealership
- Ensured a pristine presentation of display models and inventory

Arcadia High School — Arcadia, CA
Private English Tutor — 2017 - 2018

- Facilitated English speaking and writing skills for eager international students from China
- Assessed and enhanced homework and essay assignments
- Created detailed lesson plans for upcoming exams and areas of confusion
- Encouraged personalized studying strategies and practices for each student

Amigos De Los Rios — Altadena, CA
Volunteer — 2016 - 2018

- Provided appropriate upkeep of greenery throughout various schools.
- Corresponded with detailed landscaping designs to build a bike trail
- Rehabilitated community recreational parks through planting saplings and removing invasive weeds and harmful plants

Skills & Abilities

Software:	Unity, Unreal Engine 5, Adobe Photoshop CC 2019, Sony Vegas Pro, Blender, Audacity
Coding Languages:	C#, JavaScript and Unreal Engine Blueprints
::	Familiarity with HTML, Python, C and C++
Spoken Languages:	English, Mandarin Chinese

Projects

World on Fire *Unity, C#, Blender* — github.com/AJBarclay/CMPM170-Split-2-Collective-301
3D Unity Project about firefighting featuring seamless wraparound mechanics and fire extinguisher vending machines. I worked on General Gameplay code, Player Controller, Game Sfx, Game BGM, UI Systems & Design, Foliage & Vending Machine Assets (Created through Blender).

WanQuest *Unity, C#* — conciliated.itch.io/wanquest
2D Unity Project with focus on turn based RPG mechanics. Featuring a combat speed system and 3 unique characters. I contributed to the general gameplay code, character & enemy moveset ideation and programming. I created the Ui Systems and designs, sfx and background music.

Tower Ascension *JavaScript* — janning012500.github.io/TowerAscension/
2D JavaScript platformer with 9 unique levels. I worked with another student in creating a level generation template which allows other group members to design their own levels using a grid. I also created a simple tutorial Ui as well as the sfx and background music.

Soft Skills

Leadership & Management Skills

Punctuality and Time Management

Long-term Commitment