



# Jay Shippey

## Game Programmer

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## Education

### Bachelor of Applied Science 2019 - 2023

Ferris State University - Digital Animation and Game Design

Gained experience with C#, java, javascript, and visual scripting (Unreal Engine). Applied digital simulation and visual effects. 3D modeling, texturing, sculpting, and animation. 2D applications, storyboarding, and UI design.

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## Relevant Work

### Programming Tutor 2021 - 2023

Ferris State University

Gained 1 on 1 experience helping students understand course content better, created visualizations to aid explanation of concepts, and brainstormed with students who wanted to tackle more difficult ideas.

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## Achievements

### Personal Projects

Solo developed two games over the same summer in Unity. They can be found on itch.io at Jay Shippey!

### Leadership

Led multiple teams for class projects, game jams, and taught programming classes at the professor's request.

### On Display

Projects I've been a part of are often used as examples in both art and programming courses.

## Skills

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Unity	Photoshop
C#	Illustrator
Unreal Engine	3dsMax
Java	Github

## Experience

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### Slope Shredder

*Endless runner for mobile*

- Lead Programmer
- 15 Weeks
- Team of 11
- Unreal Engine

### Signals from the Stars

*3D sci-fi puzzle game*

- Project Manager
- Lead Programmer
- 20+ Weeks (Ongoing)
- Unity

### Chain Solitaire

*Solitaire Variation*

- Solo Development
- 8 Weeks
- Unity

### Ooze Crusader

*Adventure Game*

- Team Lead
- 10 Weeks
- Team of 3
- Unreal Engine

+ More on my website