Jay Shippey
Game Programmer

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Education

Bachelor of Applied Science   2019 - 2023

Ferris State University - Digital Animation and Game Design

- C#
- Java
- Javascript
- HTML
- Unreal Engine
- Visual effects
- 3D modeling
- Texturing
- 3D Sculpting
- Animation
- 2D applications
- UI design

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.

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

Unity	Photoshop
C#	Illustrator
Unreal Engine	3dsMax
Java	Github

Experience

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

Desolate
Horror RPG Demo

- Lead Programmer
- 8 Weeks
- Team of 6
- Unity

+ More on my website