Jerrell Nolen

Game Developer

Contact

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Portfolio: http://jerrellnolen.com

Goal: Narrative Writer

Work Experience

Narrative Writer: Project Steampunk (2017-)

- Worked on creating the base universe of the world of Project Steampunk, including the fictional country in which it takes place.
- Created timeline of the fictional country and its development, and all the major faces and names within the country.
- Responsible for creating the main quests of the title, taking the
 players through an experience to both teach them the way the
 country works, as well guide them through the plot of their own
 adventure within it.
- Drafted documents for quests and scenes in a screenplay style format to showcase dialogue and actions characters would take in scene to make clear, concise directions for those making the cutscenes and other cinematic moments in the title
- Drafted character sheets to give clear understanding of the characters within the title, including background, and their role within the plot long-term, and in the lore of the universe.
- Worked with people of varying ethnicities and backgrounds to create diverse cast of characters that are unique, and socially inclusive.

Front of House

(Jun. 2018 - Feb. 2020)

- Responsible for taking orders, catering to customers, packing orders, deliveries
- Responsible for washing dishes at the end of the day, making and stocking boxes.
- Additional responsibilities included cleaning the front of the store and, during the summer, a tour group known as "Bobby's Bike Hike" would lead a group of tourists into the store in which Front of House team members were expected to give a speech to the group on the history of the company and our product.

Event Worker

(July 2017)

- Assisted in thirteen back to school events for Chicago Public Schools
- Responsibilities included setting up tables and chairs, handing out back to school materials and water bottles, coordinating with team members to ensure the event was running smoothly, watching for

and assisting lost children or parents with lost children, taking down tables and chairs at the end of the event.

Freelance Carpentry (2010-2017)

- Assisted in several independent jobs including the refurbishing of two homes in the Detroit area.
- Work consisted of changing carpets, putting up walls, laying down tiles, painting, lawn care (trimming bushes, mowing lawn, raking leaves, etc), and replacing doors and windows.

Education

Columbia College Chicago
Bachelor of Arts, Game Design:
Game Development
Expected Graduation, May 2021

Skills

Software – Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere Pro, Unity3D Web Development – HTML5, CSS, Java Script Programming – Python, C#, C++, Java Script Trilingual – English, Spanish, and Japanese