

# John Vance

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## EDUCATION

**Rochester Institute of Technology (RIT), Rochester, NY** Projected May 2022  
GPA 3.74, Bachelor/Masters of Science: Game Design and Development  
Dean's List Recipient: Fall 2017 - Spring 2020  
Juggling Club President 2018 - Current  
Jazz and Concert Bands, Trumpet, 2017 - Current

**Evanston Township High School, Evanston, IL** June 2017  
High school diploma, GPA 3.5, Semper Fidelis Award (Marching Band)

## SKILLS

C#, C++, Unreal Engine 4, Unity, React, HTML, CSS, JavaScript, Bootstrap, Photoshop, After Effects, Maya, ProTools, Ableton, Reaper, Csound, FMOD, Wwise, Jira, Git, Scrum, Agile

## PROJECTS

**Lost in Wolf Forest, Global Game Jam** January 2021  
Organised and registered seven member team for Global Game Jam 2021. Collaborated with a team from Japan, Southeast Asia, and the US to create a game within a five day span. Worked on enemy behavior as well as the current music and sound effects within the project. Ensured final build was completed and submitted.

**Cooked To Catastrophe!, Academic Project** September-December 2020  
Worked with a team of five peers to create a mobile, Unity based cooking game with a focus on real world learning. Project is being created using an Agile and Scrum based development style. Responsible for general coding and UI design on the project.

**Wizard Viking, Personal Project** August 2020-Current  
Creating a top down 2D game where the player fights waves of enemies within a single arena. Created to hone C#, Unity, and Game Design/Development skills. Solo developer on the project.

**Grave Escape, Academic Project** October 2019  
Developed a Unity based game with four peers over the course of five weeks. The game is a comedy horror with similar mechanics to the slenderman games but with multiple enemies. Responsible for the enemy AI and level design.

## 3EXPERIENCE

**ID Tech, Campbell, CA** May-August 2019  
Instructor/Teacher at Lake Forest, IL Campus  
Taught students ages 10-16 a variety of skills in both coding with Lua and 3D modeling using Autodesk Maya. Worked and interacted with parents at the start and end of each camp day. Explained core coding and game design concepts to students in a classroom environment.

**Petsmart, Skokie, IL** May-August 2018  
Retail Sales Associate  
Welcomed and assisted customers; ensured an easy check out as cashier. Insured upkeep of the store, executed on merchandising and stocking. Responsible for nightly closure