

John Vance

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<https://johnvance1.github.io/Portfolio>

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY Projected May 2022
GPA 3.72
Bachelor/Masters of Science: Game Design and Development, Minor in Music and Technology
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

Pro Tools, FMOD, Ableton, Reaper, CSound, Wwise, C#, C++, React, HTML, CSS, JavaScript, Photoshop

PROJECTS

Wizard Viking, Personal Project August 2020 - Current
Currently working on a top down 2D game where the player fights waves of enemies within a single arena. This game is loosely based off of Norse mythology. Currently the only developer on the project.

Automic Launcher, Jam for a Cause, Game Jam Project November 2019
Helped to produce the main track for a team of four other members. Won "Most Accurate to the Theme" of which was Education.

Interactive Game & Audio Final Project, Academic Project April - May 2019
Created custom audio sound effects and music to an already existing Unity tutorial. All audio was mixed and mastered using Reaper and automated within Unity using FMOD. Other gameplay functions outside of the given tutorial were also included to provide a more rounded game.

EXPERIENCE

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 and 3D modeling.
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