

John Vance

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OBJECTIVE

Looking for a game design or development co-op for Summer 2021.

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

LEADERSHIP AND CLUB EXPERIENCE

Juggling Club President: 2018 - Current

Jazz and Concert Bands: Trumpet, 2017 - Current

SKILLS

Programming: C#, C++, HTML, CSS, JavaScript, React, Bootstrap, Csound

Software: Unity, Unreal Engine 4, Maya, Photoshop, After Effects, FMOD, ProTools, Ableton, Reaper, Wwise, Jira, Git

Design: Scrum, Agile

PROJECTS

Lost in Wolf Forest, Global Game Jam

1 Week

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 week. 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

3.5 Months

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

1 Month

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

1 Month

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.

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 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.