

# John Vance

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<https://people.rit.edu/jmv7411/230/portfolio/>

## **EDUCATION**

**Rochester Institute of Technology (RIT)**, Rochester, NY

Projected May 2021

GPA 3.67, Bachelor of Science: Game Design and Development

Dean's List Recipient - Fall 2017, Spring 2018, Fall 2018, Spring 2019

Juggling Club President

## **SKILLS**

C#, C++, Unreal Engine 4, Unity, React, HTML, CSS, JavaScript, Bootstrap, Photoshop, After Effects, Maya, Lua, ProTools, Ableton, Reaper, Csound

## **PROJECTS**

**Pokemon Website, Personal Project**

August 2019-Current

Developing a website using HTML and JavaScript centered around the Pokemon universe. Allows for the user to create checklists and keep track of data from a database. Site uses React to create a dynamic and interactive webpage.

**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.

**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.

## **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.