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
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

PROJECTS

Cooked To Catastrophe!, Academic Project   September-December 2020
Creating a mobile, Unity based cooking game with a focus on real world learning. Team of 5 peers, using an Agile and Scrum based development style. Responsible for general coding and sound 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.

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.