

Jacob Colby

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OBJECTIVE

As a game artist, my objective is to create visually captivating artwork that enhances the gaming experience for players. I am seeking a position that offers opportunities for learning and growth, while still being able to apply my prior knowledge and passion for video games and art.

SKILLS

Game Design

- Level Design
- Model Texturing
- Unity

Programming

- Python, Java, JavaScript, C#

Web Development

- HTML, CSS, PHP

Software

- Adobe Photoshop, Illustrator, InDesign, After Effects, Premiere, Audition
- Blender, Maya, ZBrush
- Microsoft Office & Google Suite

EDUCATION

Illinois State University, Normal, IL *(August 2021 - May 2023)*

- Bachelor of Science in Creative Technologies: Game Design

Drake University, Des Moines, IA *(August 2019 - May 2021)*

- Studied Computer Science and Graphic Design

EXPERIENCE

Drake University, Des Moines, IA - Front Desk Receptionist *(February 2020 - April 2021)*

- Organized all incoming mail for residents.
- Aided residents looking to check out any utilities.
- Welcomed and assisted any guests visiting campus.

Carrie's Painting Company, Wheaton, IL - Interior Painter *(June 2018 - August 2020)*

- Painted walls, trim, and ceilings of house interiors.
- Assisted with cleaning of areas, supplies, and equipment at the completion of the project.

VOLUNTEER

Youth Basketball Coach, Glen Ellyn, IL *(Winter 2016 & 2017)*

- Coached 10U/11U basketball teams and attended several practices and tournaments.
- Trained and improved players by teaching skills and leadership.