

# Jacob Colby Game Artist

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## OBJECTIVE

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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.

## TECHNICAL SKILLS

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**Game Design:** Unity, Level Design, Model Texturing

**Languages:** Python, Java, JavaScript, HTML, CSS, PHP, SQL

**Software:** Adobe Photoshop, Illustrator, InDesign, Blender, Maya, Microsoft Office & Google Suite

## EDUCATION

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### Illinois State University

Expected May 2023

Bachelor of Science in Creative Technologies (Game Design)

Normal, IL

**Relevant Coursework:** Game Design and Development, UI/UX Design, Web Development

### Drake University

Aug 2019 - May 2021

Studied Computer Science and Graphic Design

Des Moines, IA

**Relevant Coursework:** Programming Languages, 2D Design, Observational Drawing

## EXPERIENCE

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### Drake University Student Housing

February 2020 – April 2021

*Residence Hall Receptionist*

Des Moines, IA

- 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

June 2018 – Aug 2020

*Interior Painter*

Wheaton, IL

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

## VOLUNTEER

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### OneLine Church

Feb 2017 – Present

*Volunteer Event Assistant*

Wheaton, IL

- Coordinated and assisted with various church events, including decoration setup and teardown, food preparation and service, and children's activities.

### Glenbard South Raiders Youth Basketball

Winter 2016 & 2017

*Volunteer Assistant Basketball Coach*

Glen Ellyn, IL

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