

Jake Sefranek

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Education:

- Graduated Oswego High School (OHS)
 - Graduated from University of Wisconsin Whitewater (May 2022)
 - **Major:** MAGD (Media Arts Game Development)
 - **Minor:** Computer Science
 - **3.6 Average GPA**
 - (Cum Laude 'Honors')
 - **Major Art Classes Taken:**
 - 2-Dimensional Design
 - Motion Graphics Animation Studio
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Technical Skills:

- *Photoshop*
 - *Krita*
 - *Aseprite*
 - *Paint Tool Sai 2*
 - Blender
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Work Experience:

- Full-Time experience on an assembly line for Sun Ovens International Inc.
 - Game development experience through game jams
 - "Natural" Selection
 - Metal Miners
 - Far From Home
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Summary

I am an artist that is passionate to learn and experience new ideas. I am experienced in most fields regarding art and have at least a small amount of knowledge of each field such as 2-D Animation, Concept Art, etc. I have worked on game jams for art mostly, but I have experience with coding as well if needed. Any extra information regarding said projects can be found on my 'itch.io', 'artstation', and 'github.io' pages.

Links:

- <https://jake-sefrank.itch.io/>
- <https://www.artstation.com/jakesefranek>
- <https://jsefrank07.github.io/>
- <https://github.com/jsefrank07>