Jake Sefranek

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Education:

- Graduated Oswego High School (OHS)
- Currently enrolled as a Senior at University of Whitewater Wisconsin
  - **Major:** MAGD (Media Arts Game Development)
  - **Minor:** Computer Science
    - (*Expected Graduation:* **Spring 2022**)
  - **3.6 Average GPA**
  - **Major Art Classes Taken:**
    - **2-Dimensional Design**
    - **Motion Graphics Animation Studio**

Technical Skills:

- ***Photoshop***
- ***Paint Tool Sai 2***
- ***Aseprite***
- Krita
- Blender

Work Experience:

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

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. My websites and extra information regarding said projects can be found on my 'itch.io', 'artstation', and 'github.io' pages.

Links:

- https://jake-sefranek.itch.io/
- https://www.artstation.com/jakesefranek
- https://jsefranek07.github.io/
- https://github.com/jsefranek07