

# 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
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## Technical Skills:

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

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## Links:

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