

Jesse Sheeler
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Professional Summary

Entry level game designer/developer seeking a creative and satisfying work environment where my skills can be utilized to create future games. I have worked in most aspects of game design while at George Mason University. From level design, to audio design, to project management, I am able to understand my fellow designers' workflows which allows me to communicate more effectively. With a focus on 3D modeling and animation, I am enthusiastic about innovation and creative problem solving in video games across all platforms with a focus on PC.

Education

George Mason University – Fairfax, VA August 2015 - Present

Bachelor of Fine Arts in Computer Game Design

Major in Computer Game Design (BFA) with a focus on 3D Animation

Experience

3D Artist – Boarding Party (Jesse Sheeler, Liam Owen, John Riedlin, Jon Barker, Zach Lewis)

August 2019 – Present

- Prop artist – Creation and production of various props used through the game including weapons and environmental props. Level artist - Implementation of level design and creation of environmental assets used for storytelling.
- Character designer for Boarding Party including design of enemies and the player character.
- Clear communication between other 3D artist and programmer to the envisioned product.

Team Manager/Sound Designer – SimonX (Jesse Sheeler, Daniel Greenburg, Tori Collins, Shannon Chong) *August 2019 – Present*

- Experience managing a team of artists and programmers to produce a product for a unique platform as part of a class assignment.
- Experience delegating differing opinions and styles of design between designers.
- Creative problem-solving involving reframing of production due to changing demands of our "publisher" as part of class assignment.

Designer – Survival of the Fittest (Jesse Sheeler) *April 2018 – June 2018*

- Experience using Construct 3 which is the engine that this game was created in.
- 2D artist that created all assets for the game including character concepts, art, and animations.
- Experience managing and producing all assets for a game; art, code, music, animation, time management.

Skills

Experienced with programming languages such as C#, C++, Python, HTML
Familiar with multiple graphical programs: Photoshop, ZBrush, 3DS MAX, Blender