

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. With a focus on 3D animation and modeling, I am enthusiastic about innovation and creative problem solving in video games across all platforms with a focus on PC.

Skills

Experienced with programming languages such as C#, C++, Python, HTML

Familiar with multiple graphical programs: Photoshop, Motionbuilder, 3DS MAX, Blender, AutoCAD

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/3D Animator – Starbot Showdown.....January 2020 – Present

Bomberman style gameplay located at George Mason campus

(Jesse Sheeler, Andy Truong, Eduardo Robert, Jake Clawson, Joey Costa, Tori Collins, +28 others)

- Created and provided insight to fellow artists for animations created while making sure that all animations had a cohesive feel.
- Worked with 10 other artists to produce assets for the game while maintaining cohesive art style and feel.

3D Artist/3D Animator – Bullet/No Bullet.....January 2020 – Present

Bullet hell where you can control time through skill but have no ranged weapon

(Jesse Sheeler, Alexander Mertzger, Bryce Garthright, Jeremy Totten)

- Experience collaborating with other 3D artists to create assets that match in style and tone.
- Creation of props, characters, environments, and enemies making sure all have a coherent tone and feel.

3D Artist – Boarding Party.....August 2019 – December 2019

3D Survival horror set in an abandoned ship where you must traverse the ship to restore power

(Jesse Sheeler, Liam Owen, John Riedlin, Jon Barker, Zach Lewis)

- Creation and production of various props used through the game including weapons and environmental props.
- Implementation of level design and creation of environmental assets used for storytelling.
- Experience with character design for Boarding Party including design of enemies and the player character.