

Jesse Sheeler
Poquoson, VA
Email: jessasheeler@gmail.com P#: 757-876-2171
Website: <https://Jessesheeler.com>

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.

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

August 2019 – Present

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

- 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.
- Experience with character design for Boarding Party including design of enemies and the player character.
- Clear communication between other 3D artists and programmer to create the envisioned product.

Team Manager/Sound Designer – SimonX

August 2019 – Present

(Jesse Sheeler, Daniel Greenburg, Tori Collins, Shannon Chong)

- Experience managing a team of artists and programmers to create 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

April 2018 – June 2018

(Jesse Sheeler)

- Experience using Construct 3 which is the engine that this game was created in.
- Experience with 2D pixel art 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