Jameson Traivis A. Rebutoc

Programming – – – Design – – – Psychology

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Employment Objective

I want to use my technical skills and knowledge to create entertaining and memorable games, while also applying my graphic abilities to help improve the visual appeal of physical and digital projects. Furthermore, my genuine interest in human psychology can potentially help me in applying these abilities to my projects and contribute to my workplace.

Skills

Design	Programming	Technical
Photoshop	Processing	Microsoft Word
Illustrator	Eclipse, Java-Script	Microsoft PowerPoint
InDesign	Unity, C#	Microsoft Excel
AfterEffects		

Academic Projects

● **Interactive Game Projects with Unity**   Spring 2016

A programming project called "The Amulet" that involves four players, in which each one player controls and wolf, and the other three individually controls unique campers, each with different powers. The goal of the game is for the campers to take the amulet from the wolf and take it back to their base, while the wolf tries to keep the amulet until the time runs out.

- Ideated and created the concept of the game
- Coded the entire game in Eclipse with Java-Script and Processing library
- Created all the visuals and objects with Adobe Photoshop

A programming project called "HERO" where the player navigates through a narrative by controlling a stickman.

- Ideated and created the concept of the game
- Coded the entire game in Eclipse with Java-Script and Processing library
- Created all the visuals and objects with Adobe Photoshop

● **Interactive Gallery Project**   Spring 2015

An interactive art piece called "The Exit" that simulates a conversation between a suicide hotline operator and a client. There is communication between two participants in which one participant must ask questions to another participant through a cellphone and depending on how they answer, will lead them from either living or suiciding.

- Led a total of three teammates; ideated and created the concept for "The Exit"
- Designed and prototyped the physical model for the project
- Painted the physical model
- Did the set-up and write-up for the entire project

● **Autonomous Car Project**   Summer 2015

Researched about Automous Cars and created a report that was presented to a lab of 20+
- Created a professional report that utilizes design principles learned from SIAT
- Created a concise and eye-pleasing presentation using design principles from SIAT

● **Zombie Cycle Project**   Fall 2015

This is a flowchart that explains and demonstrates how a zombie preys on humans by applying cognitive psychology to justify the zombie's thinking and decision making during their idle stage, chasing stage and eating stage.

- Researched and applied cognitive psychology into the topic of zombies
- Ideated and designed into the entire flowchart with Adobe Illustrator

● **Interactive Game Project with Processing** Spring 2014

A programming project called "Sorcerer's Slime" where the player controls a slime, and he or she must go through each level killing minions and bosses by using power-ups. Each power-up changes the element the slime into fire, water, electric, or void, all of which aids the slime in unique ways.

- ○ Ideated and created the concept of the game
- ○ Coded the entire game in Processing
- ○ Created all the visuals and objects with Adobe Photoshop

● **Interactive Simulated Environment with Eclipse** Fall 2014

A programming project called "Silhouette" where the player can click and drag objects in the environment, and each object behaves corresponding to the environment.

- ○ Ideated and created the concept of the game
- ○ Coded the entire game in Eclipse with Java-Script and Processing library
- ○ Created all the visuals and objects with Adobe Photoshop

● **UX Project** Fall 2014

Redesigning the Burnaby Golf Website using learnt design principles and Gestalt psychology.

- ○ Contributed in designing the website using font size, colour scheme, and layout
- ○ Learned to use and apply Axure and coding with html and CSS

● **3D Modeling Project** Fall 2014

Create quality Bruce Mau Inspired Architecture for urban nomads within an extreme time constraint.

- ○ Contributed in designing buildings and pod layout
- ○ Created some illustrations for the 3D models
- ○ Designated to design and create the entire presentation slides with Adobe Illustrator

Volunteer Project

● **Large Mural Painting** 2013 - 2014

A follow-up surreal painting about multiculturalism in Surrey for the Keys Company that was mounted on the entire outer wall of a homeless shelter

- ○ Contributed in designing the website using font size, colour scheme, and layout
- ○ Learned to use and apply Axure and coding with html and CSS

Education

● **Simon Fraser University** 2013 - present

School of Interactive Arts and Technology (BSc)

- ○ My major program at SFU that concentrates in media arts, design and interactive systems

Faculty of Psychology (BA)

- ○ Planned minor in psychology at SFU

Gamer – – – – – – Sketcher – – – – – – Counsellor