

JESSE BOND

(702) 810-0218 • jesseshaebond@gmail.com

www.linkedin.com/in/jesse-bond-560069280

SUMMARY OF QUALIFICATIONS

- » Creative – Strong imagination enables me to analyze projects and develop fresh, compelling ideas and solutions.
- » Visionary – Skilled at managing expectations and guiding teams toward our goals.
- » Strategist – Effective problem solver with a research-driven approach, conducting interviews and data analysis to create informed plans.
- » Flexible – Adapt quickly to changing priorities while maintaining a positive, solutions-oriented attitude.

EXPERIENCE

Bishop Construction, Bourgogne-Franche-Comté, France

January 2024 - Current (Full-time)

Assistant Manager

- Oversee daily site operations and coordinate with clients, contractors, and suppliers to keep projects on track and within scope.
- Managed project records, schedules, and budgets, ensuring accuracy and compliance with company and regulatory standards.
- Supported management with resource planning, workflow updates, and problem-solving to maintain project efficiency and quality.

Thirtieth Street Architects, Inc., Newport Beach, CA

September 2023 - December 2023 (Full-time)

Intern

- Collaborated with the lead architect and team, gaining valuable insight into firm operations, workflows, and client relations.
- Coordinated client communications via calls, emails, meetings, and site visits to support smooth project planning and execution.
- Managed documentation and meeting notes, helping maintain organization and efficiency across all active architectural projects.

Savannah College of Art and Design, Atlanta, GA

March 2023 - May 2023

The Fools Descent (Video Game)

Project Manager, Art Director, Level Designer

- Managed end-to-end project workflows, from conceptualization through to execution and launch, ensuring successful adherence to timelines and budget.
- Provided strategic art direction and level design expertise, contributing to the game's aesthetic appeal and gameplay dynamics.

Epochrypha (Video Game)

September 2022 - March 2023

Lead Narrative Designer for video games

- Directed narrative vision for collaborative projects, overseeing teams of creatives to deliver a captivating storytelling experience.
- Successfully launched the game on Steam, the largest digital game marketplace, achieving critical acclaim and user satisfaction.

EDUCATION

Savannah College of Art and Design (SCAD), Atlanta, GA

August 2020 - June 2023

Savannah College of Art and Design (SCAD), Hong Kong

August 2018 - June 2020

Major in Interactive Game Design and Development. Minor in Creative Writing.

MoPA (L'École Internationale du Cinéma d'Animation), Arles, France

August 2017 - June 2018

"Prépa Artistique" (Computer Graphics & Animation)

IBS (International Bilingual School), Aix-en-Provence, France

August 2010 - June 2016

International Baccalaureate (IB)

Higher Level Business and Management, Higher Level Art, Higher Level English Literature.

SKILLS

- Interpersonal Skills, Communication, Decision Making, Collaboration, Management, Design, Problem Solving.

TOOLS

Software

- Maya, Adobe Photoshop/Illustrator, ZBrush, After Effects, Google Drive, InVision, Mudstack, Jira, Figma, Testrail, Microsoft Word/Suite, Adobe Creative Suite, Google Analytics, Vectorworks.

Languages

- Fluent in English (first language). Fluent in French.