



# I A N   W O S K E Y

848-333-9393

j g n c w . c o m

iancwoskey@gmail.com

**EDUCATION DREXEL UNIVERSITY / DIGITAL MEDIA ACCELERATED BS/MS  
MASTER OF SCIENCE 2013 BACHELOR OF SCIENCE 2012 GPA 3.0**

## PROFICIENCIES

Photoshop, Maya, Unity, Zbrush, Topogun, After Effects, C#, HTML5, CSS, Javascript, Git, Game Production, Digital Art, Education.

# EXPERIENCE

 **ADJUNCT PROFESSOR** GAME DESIGN AND PRODUCTION, DREXEL UNIVERSITY 2017-2018

- ◆ Teaching Game Design and Practical Game production in courses including Introduction to Game Design, Experimental Game Design, and AI in Gaming.
  - ◆ Responsible for creating weekly lecture materials on far reaching topics including Game Theory and animating procedural geometry in Unity.
  - ◆ Responsible for guiding the progress of multiple simultaneous fast paced game productions.

 **BRAND ASSISTANT** MISS OCTOPIE 2017-PRESENT

- ◆ Assisting in all aspects of brand presentation, including event space design, product design, media production, and social media promotion.
  - ◆ Creating 3D previsualization tools in unity to assist in the planning of pop up shop layouts.
  - ◆ Assisted in business operation, including budget and account management, event logistics, research and development, and inventory management.

 LIGHTING TECH ARTIST KEYS TO THE COLLECTION MOBILE APP, SPECK.TECH 2016

- ◆ Responsible for recreating and improving baked lighting in Unity 5 to match a previous Unity 4 project.
  - ◆ Created atmospheric high quality lighting while ensuring low memory usage for mobile performance.
  - ◆ Worked closely with the development team to troubleshoot and resolve previously existing issues affecting lighting and performance.

 **SELF EMPLOYED** CONTRACTOR AND FREELANCE ARTIST 2014-PRESENT

- ◆ Editing videos for diversity training programs for companies including Cracker Barrel.
  - ◆ Assisting in the management and organization of complex editing projects.
  - ◆ Creating illustrations and logos for print and digital use, ranging from abstract design work to complex painterly portraits.

# PROJECTS

 GAME DEVELOPER INDEPENDENT GAME PRODUCTIONS 2014-PRESENT

- ◆ Managing a team of like minded creatives to meet and contribute remotely to game productions.
  - ◆ Developing various systems including character pipelines, UI, AI, Character controllers etc as the team's production generalist, and documentation manager,

 **MASTER'S THESIS** DEAD END: The Influence of the PC on Player Emotional State and Action 2013

- ◆ Created a self-contained 15 minute horror game over the course of a ~ 4 month development period.
  - ◆ Organized a 40 participant user test study to examine the effects of 2 distinct polarized sets of player character animations on player performance and interpretation of events.
  - ◆ Drafted a ~50 page thesis paper building a thoroughly researched case to support my hypothesis, examining my test results, and explaining my conclusions.

 **CHARACTER ARTIST** OPERATION DINO, ACADEMY OF NATURAL SCIENCES 2012

- ◆ Communicated with the Academy of Natural Sciences and created a 3D mobile game for integration and installation into exhibits around the museum.
  - ◆ Responsible for guiding art direction and creating High quality assets.