

Jacob Colby

Game Designer & Pixel Artist

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PROFESSIONAL SUMMARY

I'm a 2D-focused game designer and pixel artist passionate about creating games that are competitive, challenging, and rewarding to master. My background in computer science and graphic design gives me a unique lens for crafting engaging and visually polished games.

SKILLS

- **Game Design & Development:** Gameplay Systems, Level Design, Balance Tuning
- **Art & Visual Design:** Character Design & Animation, Tilesets, Sprite Assets, UI/UX Design
- **Tools:** Godot, Unity, Aseprite, Photoshop, Illustrator
- **Soft Skills:** Leadership, Project Management, Creative Direction, Iterative Design, Collaboration

EDUCATION

Bachelor of Science in Creative Technologies (Game Design)

Illinois State University, Normal, IL

Aug 2021 - May 2023

Computer Science and Graphic Design Studies

Drake University, Des Moines, IA

Aug 2019 - May 2021

PROJECTS

Flashback - 2D Puzzle Platformer

Game Designer & Pixel Artist

- Designed the core gameplay loop, puzzle mechanics, and flow of challenge progression.
- Created all art assets including characters, tilesets, and UI in Aseprite.
- Implemented player movement, puzzles, and interaction systems in Godot (GDScript).

PROFESSIONAL EXPERIENCE

Freelance Game Designer & Pixel Artist

Self-Employed

- Designed original pixel art assets and animations for indie prototypes.
- Collaborated on gameplay concepts, level layout, and UI consistency.
- Delivered art optimized for readability and game performance.

Footwear Operations Lead

Dick's Sporting Goods, Des Moines, IA

Oct 2023 – Sep 2025

- Managed inventory, display layouts, and team coordination under pressure.
- Built strong communication and leadership skills applicable to creative team settings.