

# Jason D. Shull

Game Designer | Programmer

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## INDEPENDENT PROJECTS

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Check Please	7/2025 – present
Roblox Game (2-person team)	3/2025 – present
Unity Save System	12/2024 – 6/2025

## PROJECTS

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**Soul Sync City** (26-person team) *Capstone Senior Project, 9/2023 – 5/2024*  
Programmer/Designer

- Designed and implemented specific functionalities using behavior trees to enhance AI decision-making systems
- Developed ideas about enemy design in an easy-to-read manner with the help of flow charts
- Restructured enemy behavior systems by converting script-based code to a visual behavior tree system; improving the ability to debug our code

**Party Crashers** (17-person team) *Fuse/Exhibit Production, 9/2022 – 4/2023*  
Programmer/Designer

- Communicated with animation team to develop scripts that would align enemy actions with their animations
- Improved player feedback with the implementation of special effects in the game
- Communicated with other programmers on my team to debug specific problems that were faced during the making of the game

**Attachment Issues** (5-person team) *Game Production 2, 9/2022 – 12/2022*  
Producer/ Secondary Programmer

- Assigned tasks to team members based on their individual strengths and areas for improvement
- Mediated ineffective communication between team members and improved the flow of the project
- Collaborated with the coding team to troubleshoot and resolve programming errors in a timely manner
- Diagnosed and resolved graphical issues related to incorrect UV mapping, enhancing the visual quality of the game assets

## SKILLS

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- Proficiency in using C# and C++
- Experience working with Unity and Unreal Engine
- Cryptographic techniques
- Solid knowledge of AI navigation principles
- Adobe Suite
- Agile Development

## WORK EXPERIENCE

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**ISteam Studio** 9/23 to 12/23

Game Design Tutor

- Guided students through the basics of coding in Unity, using game development to enhance creativity and critical thinking.
- Strategically planned and maintained student's learning schedule.
- Actively monitored the progress to optimize instructional time of the students.

## EDUCATION

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Bachelor Of Science: Game Design  
Bradley University Peoria, IL

December 2024