

Jason Shull

Game Designer | Programmer

[847-648-1558](tel:847-648-1558) | jason_shull@aol.com | [linkedin.com/in/jason-shull/](https://www.linkedin.com/in/jason-shull/)

PROJECTS

Soul Sync City (26 person team)

Capstone Senior Project, 9/2023 – 5/2024

Programmer/Designer

- Developed and implemented specific functionalities using behavior trees to enhance AI decision-making systems
- Efficiently proposed my ideas concerning my role on the enemy team in an easy-to-read manner with the help of Flow charts
- Organized a process of restructuring our enemy system to improve legibility through converting to a visual based system instead of script based; improving the ability to debug and find problems in our code

Party Crashers (17 person team)

Fuse/Exhibit Production, 9/2022 – 4/2023

Programmer/Designer

- Developed custom scripts enabling accurate timing alignment between enemy interactions and their animations throughout the development process; minimizing the discrepancies experienced by players when engaging with said enemies.
- Managed a process of to improve overall player feedback; implemented this improvement across all 4 breakable objects and all 3 enemy types
- 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

- Provided a detailed list of tasks for our team to do and who does them based on each member's strengths and weaknesses
- Developed insight into the challenges and impacts of ineffective team communication, and recognized the importance of clear, collaborative dialogue for successful project outcomes
- Collaborated with the coding team to troubleshoot and resolve programming errors in a timely manner
- Diagnosed and resolved issues related to incorrect UV mapping, enhancing the visual quality of the game assets and contributing to a more concise environment

SKILLS

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

WORK EXPERIENCE

ISteam Studio

9/23 to 12/23

Game Design Tutor

- Instructed students in foundational coding concepts for the Unity Engine, fostering creativity and problem-solving through game development
- Strategically planned and maintained a learning schedule to optimize instructional time and student progress

EDUCATION

Bachelor Of Science: Game Design

August 2020 – December 2025

Bradley University Peoria, IL