

Jason Shull

301 N Arlington Heights Rd Buffalo Grove 60089

847-648-1558 — jshull@mail.bradley.edu

Education:

Bradley University, Peoria, IL; May 2025 Interactive Media Game Design

Adali E. Stevenson High School, Lincolnshire, IL, May 2020

Relevant Courses:

- In College one course I had taken was *Introduction to Interactive Media Design* in which I had Established how to use the programming language of C++ by making video games in the Unity engine.
- Another course I had taken in college was a class called *Survey of Games*. This course addressed the variation of the types of games that can be made by

introducing us to a diversity of games and making us play them.

- Additionally I had participated in a senior capstone project. In this course I was able to see what it was like working on a team and established skills to adapt to these harsh circumstances.

Volunteer Experience:

Bus Boy, **Johnny's Pizzeria**; Long Grove, IL, Summer of 2016

- 20 hours of work at Johnny's Pizzeria
- I learned how to solve what some people had needed if customers had needed anything such as a to go container or silverware

Activities:

- Member of Game Design Club at Bradley University once a week during Friday at 5 P.M. Every week I had participated there to get help on some of my games that I have been making and sometimes we play video games together there too

Skills

- Computer skills(languages): C++ , Java (Moderately confident in both languages)
- Making Art Digitally: Photoshop , Piskel(Somewhat confident using them to make art)
- Cooperative with other workers and friendly