

Jason Shull

Game Designer | Programmer

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PROJECTS

Soul Sync City (26 person team)

Capstone Senior Project, 9/2023 – 5/2024

Programmer/Designer

- Learned how to work with behavior trees to code specific functionalities
- 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
- Worked with the art team to properly implement animations into 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
- Gained an understanding of the problems of having poor communication between team members
- Conversed with the coding team to fix any errors in our code
- 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

- Taught kids the basics of coding in the Unity Engine
- Developed and maintained a schedule to optimize what the kids learned
- Actively quizzed the kids to make sure they understand the principles

EDUCATION

Bachelor Of Science: Game Design

August 2020 – December 2025

Bradley University Peoria, IL