

Portfolio: jolfe_art.artstation.com<https://www.linkedin.com/in/jonathan-w-a37964121/>

OBJECTIVE

I am looking for internship opportunities in the design industry, especially as a Concept Artist or Illustrator. I am well rounded game designer as well, with experience as a 3D modeler, environment artist, and lighting artist.

EDUCATION

University of Wisconsin-Stout, Menomonie, WI

Bachelor of Art in Game Design, Minor: Studio Art, 3.32 GPA, Grad – May 2025

PROJECTS

These projects introduce the principles of game design and development process. Designers learned how to cultivate creative processes and design games in the groups ranging from four to later to twelve. We would also explore topics related to the games industries' practices and culture.

o Ascension - Card Design, Character Design

This project was focused on designing board games. For the final our group of four was to make a minimum viable product, a print and play prototype. This project was nominated for Best Execution at Stout Game Expo in Fall '21.

o Divine D-Listers - Combat Background Artist, VFX Artist, Combat Scene Director

This project was concentrated on creating a unique video game from conception to completion in Unity. Working with six other designer and programmers, cross discipline communication and team dynamics were important when working with people on a project for a whole year. Inspired by 2D RPG's, The D-Listers fight crossed Egypt to get back at the more popular gods. My time was mainly put into the combat scenes, working with the programmers to get the vision for how fights felt, looked, and transitioned. Our game won Best Gameplay at the Spring '23 Stout Games Expo.

o Skyline City Girl - Concept Artist, Environment Artist, Lighting Artist, VFX Artist

Skyline City Girl was a continuation and deeper dive compared to Divine D-Listers. The team size jumped to twelve and we were given more choices in term of software. Our game Skyline City Girl was a 3D driving, rhythm game with a synth theme made in Godot. My time was mostly put into the environment and lighting of the driving scenes, later working on particle effects. I made shaders using visual scripting to create lighting effects and textures. The project won Audience Choice Award at Stout Games Expo. The team is going to refine and polish the game for M+DEV 2024.

TECHNICAL SKILLS

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|--------------------|------------------------|------------|
| o Art Fundamentals | o Adobe Creative Suite | o Unity |
| o Concept Drawing | o Maya | o Godot |
| o Digital Painting | o 3D Painter | o Unreal 5 |

RELEVATANT COURSEWORK

- | | |
|---------------------------|---------------------------------------|
| o Advanced Design Drawing | o 3D Game Art and Engines |
| o Digital Imagery Studio | o Hard Surface Modeling |
| o Life Drawing I, II, III | o Game Design and Development Courses |

WORK EXPERIENCE

Cook, Healthcare Services Group, Altoona, WI | 7 / 2022 — 11 / 2022
Package Handler, FedEx Express, Rochester, MN | 10 / 2018 — 2 / 2019

Merchandiser, Dan & Jerry's, Menomonie, WI | 5/2021 — 7/2022 (SEASONAL)
Quality Assurance, Celestica, Rochester, MN | 2/2018 — 5/2018