Jacob Dodd

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PERSONAL PROJECTS

GravityBall — *Designer/Developer*

SEPTEMBER 2021 - PRESENT

- Uses C# scripting and custom physics.
- Features custom gravity, climbing, swimming, and more.
- Git and GitHub are used for version control and issue management.

Untitled RPG — *Designer/Developer*

JUNE 2021 - PRESENT

- Made in Unity with C# scripting.
- Features quests, dialogue, progression, abilities, character customization, and more.
- Version controlled with a locally hosted Perforce server on Linux.

SCHOOL PROJECTS

Capstone — *Designer/Developer*

OCTOBER 2021 - JANUARY 2022

- Designed & developed a game from a reference game with a team of 6 other designers.
- Jira and Confluence were used for documentation.
- Bugs in Jira were QA tested and fixed promptly with C# scripting.
- Communicated with an art team for asset integration.

SCRAPS — *Level Designer*

AUGUST, OCTOBER, AND DECEMBER 2020

- Created a rapid prototype of the level within the game and scripted small features with C# scripting in Unity.
- QA tested levels from other designers and gave constructive feedback.
- Asset integrated the blockout level to a finished level.
- Worked on a team with other designers to integrate all of our built levels into one game scene.

SKILLS

Unity

Trello/Jira

Perforce/Git

Visual Studio

Rapid Prototyping

Quality Assurance

SCRUM/Agile Development

Time Management

Debugging

Scripting

C#

Asset Integration

NodeJS

Linux

EDUCATION

Full Sail University – *BAS in Game Design*

SEPTEMBER 2019 - FEBRUARY 2022