

JONATHAN RUSSELL

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SUMMARY

Energetic individual with enthusiasm and aspiration to work hard. Dependable, with terrific work ethic and able to manage tasks in quick-paced settings. Excellent at communication with coworkers, supervisors and customers alike.

SKILLS

Engines & Programs: Maya, ZBrush, Unreal Engine 4, GameMaker, GameMaker 2, Unity, ProTools, Adobe Photoshop, Adobe Illustrator and Premiere

Programming Languages: Java, Lua, Python, C#

EDUCATION

DePaul University - Chicago, IL

Bachelor of Science: Game Design

June 2020

- Member of National Society for Collegiate Scholars.
- Majored in Game Design with a Minor in Animation.
- Graduated with a 3.55 GPA and recipient of the Presidential Scholarship all four years.
- Dean's List 3rd and 4th Year.

GAME PROJECTS

3D Environment Artist & Designer: *"Hoverboy"*

- 3D Skateboarding Shooter tech demo. Play as a cute robot riding a hoverboard, shooting targets while performing tricks. I worked as a 3D environment artist on this project and it reinforced my skills on how to achieve good topology.

Designer & 3D Artist: *"The Shadow That Pervades"*

- Made as a member of the DePaul Original Game Studio. A 3D third-person story driven game following a dog exploring a post-apocalyptic Chicago. I worked as a 3D environment artist creating city props and building debris, learning UV mapping.

Designer, Programmer, Artist, Producer, & Animator: *"Egglies From Outer Space"* (Game Jam)

- 3D isometric game about an Egg abducting many different food-like creatures. I created enemy assets and learned a lot about proper texturing techniques.

Designer & Producer: *"I See Red People"*

- 2D two-person platformer game where each player can only see the other's character, and so must guide them through increasingly challenging puzzles. I worked as Game and Level Designer and through iteration learned how to make engaging puzzles.

Designer & Artist: *"Lo-fi High-five"* (Game Jam)

- 2D game where you walk through a bleak city and spread joy through high-fives. Worked as 2D environment artist.

WORK HISTORY

CONNECTED CAMPS – Lead Developer, Remote

9/2021 to Present

- All previous responsibilities as Lead Counselor.
- Managed a team of developers for Connected Camps programs.
- Developed and designed experiences that were fun as well as engaging for our younger audiences.
- Documented our process and how to replicate the experiences on our servers.

CONNECTED CAMPS – Lead Counselor, Remote

11/2019 to 9/2021

- Managed online classes of up to 12 students at a time.
- Taught topics such as game design, programming, architecture and even money management.
- Assisted with technical setup before classes.
- Walked the students and occasionally parents through any technical difficulties that occurred during class time.

TARGET - Hardlines Team Member, Niles, IL

7/2017 to 11/2019

- Inspected floor displays, noted missing items and immediately replenished merchandise.
- Assisted customers by finding items quickly and with enthusiasm.