Jacob Coles

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Game and Level Designer

Technical Skills

Portfolio: *jacobatemyowl.github.io*
LinkedIn: https://www.linkedin.com/in/jacobcoles1995/

Languages: C# (2 years) and UE Blueprints/Visual Scripting (4 years)
Software Experience: Confluence, JIRA, Trello, Machinations, Visual Studio, Perforce, GitHub, Microsoft Office, Quixel Bridge, and Asana
Engine Experience: Unreal Engine 4, Unreal Engine 5, and Unity
Certifications: A+, Microsoft Office Specialist, ACiT, iOS, and MECP

Previous Project Experience

Death Works in I.T. (PC) 2024 - Itch.io Page
Roles: Level Designer and Gameplay Programmer
- Lead developer and designer for the game
- Create main gameplay loop of fixing computers
- Implement 2D sprite character and movement in a 3D environment
- Create the main level from grey box and implement art assets to create a finished look
- Take feedback on gameplay and implement changes in response to player feedback to ensure an enjoyable experience

Lost Soul (PC) 2023 - Portfolio Link
Role: Level Designer
- Construct the creation and implementation of 5 unique levels for an 8-axis 2D game
- Design a consistent environment across the entire game using art assets
- Implement level scripts within each map to ensure win and loss conditions are met
- Complete main duties, help with quality assurance, and resolve bugs where possible

Christmas Inc. (PC) 2023 - Portfolio Link
Roles: Level and Camera Designer
- Create and design the main level of gameplay
- Implement all art assets into level and ensure building grids are functional
- Build start menu with player operation and experience in mind
- Responsible for the functionality of the main camera and movement of gameplay

Work Experience

Game Development Generalist, *2024 to Present* – **Battle Shiba Studios**
- Administer the design, development, and implementation of numerous features for an online social simulation game being developed in Unreal Engine 5 currently in a closed beta *(subject to an NDA)*

Education: Bachelor of Science in Game Design – Graduated Salutatorian with a 3.95 GPA
        Full Sail University

Favorite Games: Super Mario RPG: Legend of the Seven Stars, Death Stranding, Rocket League, Dead Space 2, Mirror's Edge, Hitman: Absolution, The Evil Within, Bioshock: Infinite, 198X, XCOM: Enemy Unknown, MGS3: Snake Eater