

Jacob P. McKenney

Game Designer

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SUMMARY

Game designer with 6+ years of education and experience creating fun-focused games. Passion for games and bringing joy to others. Experience conducting play-tests, creating game design documents, art bibles, and visual references on several team projects.

EDUCATION

University of Wisconsin-Whitewater

September 2018 - May 13th, 2023

- **Bachelor of Arts:** Media Arts and Game Development.
- **Minor:** Japanese Studies.
- **GPA:** 3.777/4.0 (MAGNA CUM LAUDE)

EXPERIENCE

Art Designer, Level Artist

Team Metronomia, *Metronomium* (PC, launched 2022)

September-December 2022

- Lead art designer on a small indie game project of 15 team members responsible for:
- Co-ordinating the art team on character, UI, and level concepts.
- Developing game design documents, art bible, conceptual sketches, 2D/3D assets for gameplay & menus.
- Conducting play-tests and analysis on game mechanics and features.

Softline Production Associate

Goodwill of South Central Wisconsin

October 2023-Present

- Utilizing excellent teamwork, verbal and handwritten communication, time management, and attention to detail.
- Frequent compliments of customer service and work ethic.

SKILLS

- English (Native), Japanese (Intermediate level).
- Excellent written and verbal communication.
- Write game design documents and art bibles.
- Play-testing, balancing, feature optimization.
- Block-out/create levels in game engines.
- Prototyping.
- Unique and Intuitive UI/UX design.
- Narrative and dialogue writing.
- Sketching, composition, painting, illustration.
- Visual concepting in 2D and 3D software.
- Extensive character, enemy, weapon, and level design.

Software Proficiencies:

- **Game Engines:** Unity Engine (2D & 3D), GameMaker
- **Microsoft Office:** Word, Excel, PowerPoint
- **Adobe Suite:** Photoshop, Illustrator, After Effects, InDesign
- **3D:** Maya, Arnold Renderer, Substance 3D, Blender, Asset Forge
- **Coding:** Visual Studio, Sublime Text, Python

Accomplishments

Best In Show - MAGD Expo at University of Wisconsin-Whitewater

May 2022

- **Project:** 3D Indoor Apartment Hideout (<https://magdexpo.com/3d-art-2022/>)

Dean's List at University of Wisconsin Whitewater (8 semesters)

May 2018 - May 2023

Game Jam Participations

- UW- Whitewater Game Jam October 2024, Global Game Jam 2024, UW-Whitewater Game Jam October 2023