

# Jacob P. McKenney

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## SUMMARY

Game designer with 7+ years of education and experience creating fun-focused games. Passion for games, Japanese, and bringing joy to others. Experience conducting play-tests, writing bug reports, game design documents, and art bibles 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

### Graphic Designer (Contractor)

Coyote Marsh & Associates, Inc - Contracted [GPF Foundation], *Blindspot* (working title, PC, TBD)

Jan 2025-Jan 2026

- Writing feedback, grammar, and bug reports for programmers as assigned.
- Designing 2D and 3D graphic assets for game environment backgrounds, characters, and UI.
- Creating concept art, documentation, and references for the development team.
- Conducting in-person playtests and surveys at conventions.

### Art Designer, Level Artist

Team Metronomia (at UW-Whitewater), *Metronomium* (PC, launched 2022)

Sept-Dec 2022

- Developing game design documents, art bible, conceptual sketches, and 2D/3D assets for gameplay & menus.
- Co-ordinating the art team and providing constructive feedback and direction on character, UI, and level concepts.
- Writing bug reports, Conducting play-tests, and analysis on game mechanics and features.

### Softline Production Associate

Goodwill of South Central Wisconsin

Oct 2023-Present

- Record keeping of daily donations, Softline production numbers, etc.
- Utilizing excellent verbal and handwritten communication, team work, time management, and attention to detail.

## SKILLS

- English (Native), Japanese (Intermediate level).
- Excellent written and verbal communication.
- Play-testing, bug reporting, balancing, optimization.
- Writing game design documents and art bibles.
- Prototyping.
- Block-out/creating levels in game engines.
- 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, Godot
- **Microsoft Office:** Word, Excel, PowerPoint, OneNote
- **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

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

May 2018 - May 2023

### Game Jam Participations

- UWW Game Jam November 2024, UWW Game Jam October 2024, Global Game Jam 2024, UWW Game Jam October 2023