

# Jakob Potter

Game Production and 3D Design

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## Education

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- Bachelor of Arts in Digital Technology & Culture  
Washington State University Vancouver (expected graduation date December 2019)
- Games Studies and Design Certificate, Creative Media & Digital Culture Program  
Washington State University Vancouver

## Professional Experience

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### [VanParksVision](#)

*A mobile app that uses augmented reality to envision two upcoming Vancouver, WA city parks. Fall 2019.*

- Creating 3D models for augmented reality.
- Textured 3D models with a realistic look.

### [Life on Mars](#)

*A one-and-a-half-minute 3D animation about an astronaut and a Mars Rover fighting over a rock. Spring 2019.*

- Modeled, Rigged, Textured, and Animated all assets.

### [Modify](#)

*A 2D Unity platforming game developed with a team where the player must create platforms to use. Spring 2018.*

- Created 2D assets.
- Wrote scripts for movement and creating platforms.
- Built one level of the environment.

### [Treasure Hunt](#)

*A text-based adventure game about exploring and solving puzzles. Fall 2018*

- Wrote all text and narration.
- Coded all mechanics using twine.

## Other Experience

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- Camas Liberty Theater; Cashier and closer; May 2019 to present.
- Gecho Construction; Interior construction and remodeling; May through August 2016.

## Technological Skills

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### 3D Modeling/Animation

- Maya
- Blender

### Game Development

- Unity
- GameMaker Studio 2

### Project Communication

- Slack
- Basecamp

### Adobe Products

- Adobe Illustrator
- Adobe Photoshop
- Adobe Audition
- Adobe After Effects
- Adobe Premiere

### Programming

- HTML5/CSS3
- C++ in Unity

## Essential Skills

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- Communication
- Customer Service
- Problem Solving
- Ability to learn

## Hobbies

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- 3D modeling/printing
- LEGO
- Video Games
- Hiking