

# JAYSON WENZOSKI

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**Objective:** To design, create or assist in the development of innovative games while continually learning, improving my skill set and growing personally.

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## **Relevant Experience:**

*EA/Volt*, March – May 2008

QA Analyst

- reported on data generated by automation and manual QA to assist in creation of test plans and quantitative gameplay decisions

*Nocturnal Games*, January – June 2007

Creative Director/UI Artist

- Packhounds Unreal mod, responsible for directing two art teams, created art assets for User Interface and HUD, helped script UI and HUD

*Koolhaus Games*, May 2007

- participated in focus group testing for Gold Rush Fever (Mobile)

## **Other Experience:**

*Ebay/Sutherland Global Services*, February – July 2005

Customer Service Representative

- live chat customer support, assisted customers with online marketplace

*Heavenly Grounds*, August 2004 – January 2005

Barista

- made specialty coffees, stocking, janitorial/cleaning duties, cashier

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## **Education:**

The Art Institute of Vancouver, Graduated December 2007

Game Art and Design Diploma

- Majored in Level/Game Design

## **Skills Summary:**

### *Critical Thinking*

- objective/subjective differentiation, logic, probability, abstract thinking, kernelling of game elements, workflow optimization, analytical skills

### *Documentation*

- various design documentation, Visio flowcharts, level planning, Excel asset list and time budgeting, weekly reports

### *Graphics Creation*

- traditional 2D and 3D artwork, extremely quick concept creation, communicative, digital 2D in vector and raster, intermediate 3D modelling and advanced texturing

### *Scripting*

- understanding of object oriented programming, scripting experience (Unreal Script, Actionsript)

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## **Software:**

### *Documentation*

- MS Word (advanced), Visio (intermediate), Excel (intermediate)

### *Graphics Creation*

- Photoshop (advanced), Maya (intermediate), Flash (intermediate)

### *Level Design/Scripting*

- Unreal Editor (advanced), WOTgreal (intermediate), Hammer (beginner)

References are available upon request.