

Jakob A. Gottschalk

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Personal Summary

Hardworking, reliable, and creative college graduate with degree in Game Design seeks entry-level game design position where I can apply my design knowledge and continuously learn and improve. I have excellent narrative design, writing, and audio skills and work well alone or in collaboration with others.

Skills:

- Proficient with Unity, Audacity, and the Java and C# coding languages
- Experience with Unreal Engine 4, Autodesk 3DS Max 2020, and Apple's Logic Pro programs, and the Javascript and SQL coding languages
- Refined creative writing ability
- Analytical thinker with a strong attention to detail
- Demonstrated ability to multitask and to juggle multiple priorities
- Excellent written and verbal communications skills
- Good ability to work creatively in a fast-paced team environment

Education:

August 2016 to
December 2020

George Mason University

Fairfax, VA

Earned Bachelor of Fine Arts degree in December 2020

Majoring in Computer Game Design, *cum laude*, 3.59 GPA.

Work Experience:

January 2022 to
Present

GamesCreed

Remote

Editor/Article Writer

- Analyzed info and drafted articles based off of current events in the gaming industry.
- Authored and published multiple news articles, and game reviews.

October 2020 to
December 2020

Mason Game and Technology Academy

Fairfax, VA

Game Design Intern

- Worked as Teacher's Assistant for the Roblox gaming platform class
- Assisted students in understanding and implementing course material
- Provide students with insights on how to apply course concepts

August 2019 to
February 2020

Cabela's Sporting Goods

Gainesville, VA

Cashier/Sales Associate

- Provided friendly and knowledgeable customer service
- Assisted customers in locating merchandise meeting their needs
- Maintained a clean store, meeting company aesthetic guidelines
- Delivered timely product placement, pricing, and restocking