

Jake Rodelius

Game and Interactive Developer

773-469-9882 [jake\(at\)jakerodelius.com](mailto:jake(at)jakerodelius.com)

jakerodelius.com

github.com/jakeRodelius

Skills

- Extensive knowledge of Unity 3D
- Significant experience with Unreal Engine 4
- Written shaders using HLSL
- Used TouchDesigner with Kinect and Realsense
- Some experience with HTML, CSS, and Javascript
- Built applications for Windows, Android, and iOS
- Contributed to and utilized design documents on team projects
- Used Scrum and other Agile Development techniques

Projects

Underwater Beauty: Rhythms (M1 2018)

- Developed a TouchDesigner project that reads custom Kinect gestures
- Worked in Unreal Engine 4 to program gesture reactions

Venclexta Game Wall (M1 2018)

- Programmed a 3D game with blueprints in Unreal Engine 4

1000M Sales Gallery (M1 2017-2018)

- Took over project from previous developers
- Adapted for client feedback
- Built iOS applications

Wake Up Koala! (Bradley University 2016)

- Game designer and level designer

Education

Graduated Bradley University, 2016

Game Design Major

Computer Science Minor

Programming Languages

C# ★★★★★
C++ ★★★
Python ★★★
Javascript ★★

Additional Tools

OpenGL API (C++)

GLFW library (C++)

Processing IDE and Language

Work/Experience

M1 Interactive - Developer

Employed: October 2017-Present

Created interactive public display pieces using Unity and Unreal Engine

Bradley University

- Developed games in a variety of genres using Unity and Processing
- Earned award for Applied Excellence in Game Design