

# Jake Rodelius

Game Designer and Programmer

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portfolio: [jakerodelius.com](http://jakerodelius.com)

## Project Experience

- ▶ Worked on 6 completed games in a variety of genres
- ▶ Contributed to and utilized design documents on team projects
- ▶ Used Scrum and other Agile Development techniques
- ▶ Published games to application marketplaces
- ▶ Worked with other programmers and alone
- ▶ Extensive knowledge of Unity 3D
- ▶ Participated in community and global game jams
- ▶ Designed websites and canvases in HTML5

## Significant Game Projects

- ▶ **Wake Up Koala!**  
2015-2016, game designer and level designer
- ▶ **Behind Enemy Limes**  
2014, designer and solitary programmer
- ▶ **Pulse**  
2013, sole creator

## Software Experience

### Project Management

- ▶ Google Drive
- ▶ Assembla
- ▶ Basecamp
- ▶ Trello

### Art

- ▶ Photoshop
- ▶ Illustrator
- ▶ Audition
- ▶ Blender

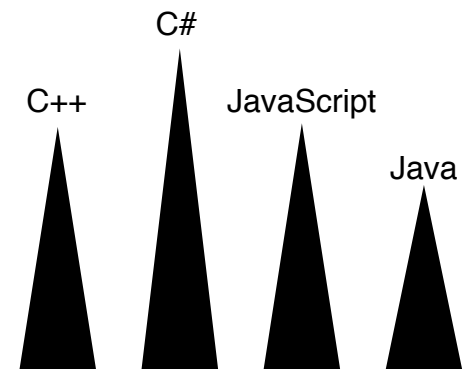
### Game Development

- ▶ Unity 3D
- ▶ Github
- ▶ Flash

## Education

- ▶ Graduated Bradley University, 2016
- ▶ Game Design Major
- ▶ Computer Science Minor

## Programming Languages



## Additional Tools

- ▶ OpenGL API (c++)
- ▶ GLFW library (c++)
- ▶ Processing IDE and Language

## Work Experience

- ▶ Suburban Painting Co.  
Evanston, IL  
Employer: Robert Bartholomew  
Employed, Summers  
June 2009-September 2016