

JASON BOLLERS

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<https://jasonbollers.wordpress.com>

Objective

Up and coming Game Designer with 3D modeling and animation skills seeking an internship to apply this knowledge. Hard worker, problem-solver and great under pressure.

Education

Bachelor of Arts: Emerging Media/Game Design, 2019

New York City College of Technology - 300 Jay St, Brooklyn, NY 11201

Courses

- 3D Modeling and Animation
- Interactive Design Systems
- Experimental Game Design & Development
- Mixed Reality for Immersive Worlds
- Interactive Media Design
- Creative Writing
- Computer Programming

Skills

- Storytelling
- 3D Modeling (Maya, 3dsMax, Zbrush)
- Game Design (Unity, Unreal Engine)
- Body and Facial animation
- Piano
- Graphic Design
- Java & C# coding skills
- Intermediate Microsoft Programs
- Photoshop, In design, Illustrator
- Computer Engineering

Work History

Usher, 04/2016 to 04/2018

Regal Entertainment Group – Brooklyn, New York

- Sold admission, processed payments and issued tickets.

- Directed ticket holders to seats and facility locations.
- Reviewed tickets for authenticity and applicability to particular event.
- Greeted customers with a smile and provided friendly, knowledgeable service.
- Answered telephone calls and responded to inquiries.
- Assisted in maintaining preparation and service areas in a sanitary condition
- Cleaned and inspected galley equipment, kitchen appliances, and work areas

Assistant Teacher, 07/2015 to 08/2015

Experience Fannie Barnes After School – Brooklyn, New York

- Responsible for taken care of the kids.
- Maintained safety and security of all youth under care.
- Planned and led activities to develop students' physical, emotional and social growth.

Languages

English