James Jacobus

Olathe, KS

(785) 771-2344
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Skills

System Design, Level Design, Game Production, Project Management, Tool Creation, Optimization, Team Leadership, Documentation Writing, Debugging, Collaboration

Experience

Akimbo / Programmer, Producer
OCTOBER 2023 - PRESENT

Onboarded motion designers to use Unreal 5, created tools to support Avalanche Beta, and created Full-Stack project management tools.

U.A Fabrica / Programmer, Systems Designer, UX Designer
APRIL 2022 - OCTOBER 2023

Developed VR gameplay mechanics in Unreal 5, created VR-friendly UI interfaces, created custom Unreal plugins and tools, and iterated on realistic space flight physics.

Frostware / Programmer, Technical Animator, Level Designer
JUNE 2021 - APRIL 2022

Developed gameplay systems, created in-depth animation logic, and created an advanced sequencer/cutscene manager plugin for branching QuickTime events.

Panduit / Programmer, Level Designer
NOVEMBER 2018-SEPTEMBER 2019

Developed several different product interfaces and their interactive controls, as well as created customer experiences in Unreal sequence.

Shepherd of Light / Producer, Programmer, Game/Level Designer
NOVEMBER 2018 - SEPTEMBER 2019

Coordinated development team, designed level top downs and programed game systems in Unreal
· Steam Link: https://bit.ly/2OIeYtP
· Website Link: https://ShepherdofLight.com

Proficiencies

Game Engines:
Unreal Engine 4/ 5, Unity, Godot, GameMaker Studio
Creative Software:
Blender, Substance Painter, Substance Designer, Adobe Photoshop, Adobe Premiere, Adobe Illustrator, Adobe InDesign
Project Management:
Jira, Trello, Microsoft Suite, Google Workspace, Git, Confluence, Asana, AWS, Perforce, Box, Notion, Slack, Agile & Scrum Worklows
Languages:
C++, C#, Unreal Blueprints, Javascript, Python