

Jon Whitley

Junior Level Designer

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Why me?

Because I love it. Because I do the work for the joy of the work. Because I love to tell stories. Because I get can get in people's heads, and anticipate their moves before they make them.

Because I solve weird problems in weirder ways. But mostly, because I work smart, learn fast, and I'm absolutely dedicated to my projects.

Projects

How to Press a Button – Puzzle Game built on the Unreal 4 Engine. 10 Levels

The Western Front – *CS:GO* Steam Workshop Map

Chicken Run – *CS:GO* Steam Workshop Map

Prototype Mk. 2 & 3 – Sci-Fi Community Campaign for Valve's *Left 4 Dead* Series.

21,000+ Downloads, 120,000+ Views

Rocketball – Game built from scratch on the Unity Engine

Sticky – Animated Student Short from UT Dallas' Arts and Technology Program – VFX & Lighting

Snowman Overkill – Shooter Game Story Script, 64 Pages

Serpentine – Horror/Thriller Game Story Script, 14 Pages

Technical Skills

3D Rendering – Autodesk Maya, Blender, Houdini, SoftImage, 3DS Max

Game Engines – Unreal Engine 3 & 4, Unity, Source Engine

Graphical Editing – Adobe Photoshop, Illustrator, AfterEffects

Programming Languages – Java, C#, Python, Unreal Blueprints, MEL

Project Tracking – Shotgun, Trello

Microsoft Office – Word, Excel, Outlook, OneNote

Languages – English (Native Fluency), Spanish (Intermediate), German (Intermediate)

Work Experience

Occam's Razor (UCLA student film) – *Grip*

– 2015, Assisted with general production needs: setting up lights, running cables, etc.

The Marketing Arm – *Digital Media Intern*

– 2014, Assisted with the production of in-house promotional materials and the conversion of low-level media files on brands such as American Airlines and Chrysler.

Education

The University of Texas at Dallas – *BA of Arts and Technology*

2010 - 2014, Final GPA: 3.787 with a Minor in Arts and Performance