**Jake Thomas Durborow**

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**SKILLS:**

Software/Applications: Adobe Photoshop/Illustrator/After Effects, Aseprite, 3D Studio Max, Maya, Substance Painter, Unity, Unreal Engine 4

Coding Languages: Basic understanding of C++ and C#

Other: Working with a team

**EXPERIENCE:**

June, 2018 to Present: Assistant Professor, Mason Game and Technology Academy

* Lead class activity for summer classes, teaching high school kids about making video games for mobile and virtual reality platforms
* Develop curriculum and lesson plans for the summer semester
* Gather and incorporate student feedback to improve the class experience for future students
* Initially an internship position, asked to return as a professor

October, 2015 to Present: Floor2Studios - Artist

* Self-formed, self-supervised group of five students making game experiences
* Collaboration with other members to produce assets, build and distribute/present games
* **Resulting Projects:**
  + /self/ - a text-based mobile game that explores choices made from elementary school through high school that help define a person’s personality and behavior. Free application available on the Android store.
  + Historical Movement Archive – a virtual reality art exhibit experience of 15th century weapon-based fighting techniques. Contracted by a historian who sought our team out to create this project.
  + IMMERSE – a prototype medical training application in Augmented Reality, made to teach medical procedures to military personnel. Contracted by a subsidiary of the United States Army.
  + Hookbound – a couch-competitive arcade brawler set in a fantasy world for up to 4 players. Planned release for Itch.io, Steam and Xbox One.

September, 2015 to May 16th, 2019: GMU Game Lab Monitor

* Maintain the lab area by monitoring equipment and its use, reporting any damages each shift
* Oversee students using the lab to ensure that the computers and equipment are being used properly

April, 2017 to May 16th, 2019: GMU Game Analysis and Design Interest Group – Art Director

* Work with a team of game design students to create a game that helps advance team members’ skills with game design software
* Delegate tasks to members of the art team, assigning assets such as animations and set pieces to be completed
* Enforce deadlines of assets and the overall project
* Collaborate with other directors and the president of GADIG on decisions relating to the group

June, 2012 to June, 2018: Food Service Production, Hershey Chocolate World

* Opening and closing the cafeteria floor during early/late shifts, which involves operating and cleaning equipment to be used throughout the day
* Provide customer service for visitors, which involves communicating location of Chocolate World events, assisting with questions and providing general information
* Collaborate with a team of employees to provide a service to customers

**EDUCATION:**

College: George Mason University, BFA in Computer Game Design – Graduated 5/2019

High School: Hershey High School – Graduated 6/2015