

Jeremy Kings

Game Designer

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SKILLS

Technical Skills

Programming: proficient with C/C++, Java; knowledge of ActionScript 3.0; knowledge of game engine architecture

Level Design: knowledge of miscellaneous 2D tile-based editors; proficient with RPG Maker (XP and VX)

Visualization Tools: proficient with Photoshop, Paint.Net, Blender

Other: knowledge of Visual Studio, Tortoise SVN, Doxygen

Design Skills

Design: 2D game design, 2D level design and game mechanics

Writing: knowledge of creative writing techniques; knowledge of technical writing, design documents

Audio: experience with miscellaneous audio editing tools such as Audacity; proficient with music sequencing software such as Propellerhead Software's Reason, knowledge of composition techniques

EDUCATION

DigiPen Institute of Technology, Master of Science

Computer Science

September 2010 – Fall 2012

Illinois Wesleyan University, Bachelor of Science

Computer Science, minor in Music

August 2006 - May 2010, 3.78 GPA

DESIGN EXPERIENCE

PhaseOut – Game Designer, Creative Director, Gameplay Programmer, Physics Programmer

Student group project for PC using C++ and Direct X 9.0, Team of 4 programmers, January to May 2011.

Single-player, fixed perspective 3D (aka "2.5D") platformer.

- Created game concept, game mechanics, characters, enemies and storyline, designed and created all levels.
- Created all art and audio assets.

Moonlight Sonata

Independent solo project for PC using RPG Maker VX, August 2008

Single-player, 2D turn-based RPG

- Created game concept, characters, and storyline, wrote all character dialog.
- Designed and created all levels, including all event scripting.

NOTE: Other projects listed on website.

WORK EXPERIENCE

Illinois Wesleyan University – Teaching Assistant

August to May from 2007 to 2010

Tutored students in computer science subject areas, assisted with lab sections of courses, and graded papers.