Carlin (CJ) Jasper

Game Portfolio: https://carlinjaspergame.com/

Contact

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Key Skills

Game Engines:
Unity (including VR)
Unreal 5
Godot

3D Software:
3DS Max
Blender
Maya
Substance Painter

Coding:
C#
Java
Python

Other Software
Photoshop
Premiere Pro
Clip Studio Paint

Education

Bachelor of Fine Arts in Computer Game Design
- George Mason University
- Graduated with Honors
- Academic Achievement Award

Experience

May 2024 -August 2024
VR Game Design Intern – Great Victory Legends
- Worked with various Unity tools and assets to improve the VR shooter, **Battle of Nowhere**
- Created and refined animations to create engaging enemies and bosses
- Assisted in building visually interesting levels and lobbies
- Created promotional material to attract new users

June 2023 – August 2023
Summer Tech Camp Instructor – iD Tech
- Taught kids age 10-17 the basics of Unity, Unreal and VR development in Unity
- Resolved various bugs and version differences between course materials and student projects

Past Projects

Broken Manor
- Genre: First-Person, Mystery
- Roles: Lead Designer, Character Artist, Animator
- Platform: Windows
- Showcased at GMU's Senior Game Expo and Highlighted at CVPA Degree Celebration
- https://arctic-104.itch.io/broken-manor

Battle of Nowhere
- Genre: VR Shooter, Tower Defense
- Roles: Design Intern, Level Artist, Animator
- Platform: VR, Meta Quest 2/3
- Available on the Meta Store through AppLab
- Battle of Nowhere on Meta Store

Hold-On-To-It Heist **– Virginia Collegiate Game Jam (VCGJ)**
- Genre: Stealth, Puzzle
- Roles: Solo-dev
- Platform: WebGL
- Honorable Mention
- https://cj-heckfire.itch.io/hold-it-heist