

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
Substance Painter

2D Software:

Photoshop
Illustrator
Spine
Clip Studio Paint

Coding:

GDscript
C#
Java
Python

Education

Bachelor of Fine Arts in Computer Game Design

- George Mason University
- Graduated with Honors
- Academic Achievement Award

Experience

January 2026 - Present

Junior Artist - Castle Hill Gaming

- Rigged and animated 2D characters and effects in Spine
- Collaborated with team to figure out the best approach to create engaging experiences for players
- Helped establish a Godot pipeline for artist

July 2025 - January 2026

Art and Animation Intern - Castle Hill Gaming

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
- 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

TotK Quick Access Inventory Recreation

- Genre: UI Recreation/Demo
- Roles: Solo project
- Platforms: WebGL
- A recreation of an inventory from *Tears of the Kingdom*, modified to display more information with a different sorting system
- <https://cj-heckfire.itch.io/totk-quick-access-inventory-recreation>

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>