

Jacob James Olson

Level Designer

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Related Skills

Design Skills:

- Level Design
- Systems Design
- Narrative Design
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Game Engines:

- Unity3D
- Unreal Engine 4
- Hammer Editor

Programming Languages:

- C#
- C++
- Blueprints (UE4)

Other Relevant Skills:

- Oral & Written Communication
- Visual Communication and Documentation
- QA Documentation and Testing
- Team Oriented

Tools:

- Git (Sourcetree and GitKraken)
- Tortoise SVN
- Maya
- Adobe Photoshop & Illustrator
- Excel / Google Sheets
- Lucid Charts
- Twine

Education

Graduated from Champlain College

Bachelor of Science in Game Design

Burlington, VT

May 2019

- 4 years of Game Design and Production experience
- Relevant Courses: *Senior Production Capstone, Level Design I & II, Advanced Seminar: World and Quest Design, Game Systems and Experience Design, Game Technology I & II, Applied Ludology, Narrative Design*

Experiences

Grenadium

Team Mariachi Centipede

Game Description: PvP game in which players throw grenades with a multitude physics-based effects to fill up each others' territory.

- Worked in Unreal Engine 4
- Lead Level Designer and created two player vs. player map and a tutorial map
- Systems Designer for different types of grenades to ensure gameplay remains varied
- Systems Designer for moving and evolving environmental pieces

Visualizer

Little Lizard Studios

Game Description: PvE rhythm-shooter in which players must fight through hordes of enemies to destroy their spawning nests

- Worked in Unity3D
- Level Designer for the Campaign/Story Mode, including 4 objective-centric levels and a final boss level
- Systems Designer for level-based progression systems and dynamic gameplay

Disco Dance of Death

Solo Project

Level Description: Player navigates through a zombie-infested night club to find the science lab hidden within

- Created in Hammer Editor (Half-Life 2)
- Orchestrated multiple encounters and dressed the scene to fit within the Half-Life 2 universe, while also diversifying itself as a unique environment