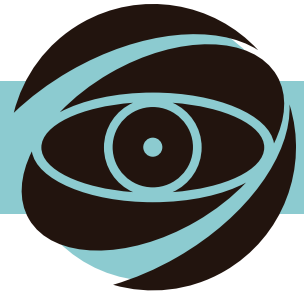


Résumé

Ian Karlovsky



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Career Aspirations

To work in video game development as a general designer, level, systems or mechanics designer.

Education

Bradley University, Peoria IL
Bachelor of Science, 2016
Major in Interactive Media; Game Design
Minor in Game Technology
8-Time Deans List, Honors Prgm, Summa Cum Laude
Cumulative GPA: 3.91 (4.00 scale)

Events

Game Developers Conference 2015 (attended)
Chicago Train Jam 2015 (participated)
Global Game Jam 2013, 2014, 2015 (participated)

Skills

Level, systems and mechanics design
Programming
Audio, including composition
Graphic design
Creative writing
Technical writing
Experience with mobile development
Experience with SCRUM (Agile)
Experience with quality assurance

Work Experience

P.O.C. Developer

US Gypsum, Chicago IL
April – October 2017

Conducted research and produced proofs of concept to advise innovative business solutions implementing the following emerging technologies and trends: Virtual Assistants (e.g. Alexa); 3D Printing; Virtual and Augmented Reality; and Gamification.

Game Designer (Intern)

Deep Silver Volition, Champaign IL
June – August, 2015

Designed and tabulated power-up and upgrade stats for Saints Row: Agents of Mayhem. Collaborated with programmers, designers, artists and quality assurance to determine requirements and test.

Application Developer (Intern)

VirtuSense Technology, Peoria IL
August – December, 2014

Developed virtual reality functionality for a confidential, medical-oriented project involving the Oculus Rift. Wrote code and collaborated with other developers, and 3D artists.

Software & Languages

Unity3D 5 years
Photoshop 5 years
Logic Pro 9 7 years
Microsoft Excel 8 years
InDesign 2 years
Illustrator 2 years

Unreal Engine ~1 Year
Premiere Pro 2 years
C# (for Unity3D) 5 years
Java 2 years
C++ 2 years
HTML & CSS 2 years