

Justin Webb

webbgamedesign.com
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Education **Academy of Arts University** (2013 - 2017)
BFA in Game Development, Focus: Scripting and Design
2013 Summer Portfolio Grant Awarded
Boss Game Awards level design recognition

Job Experience **Autozone** (Jun 2014 - Jul 2017)
Commercial Specialist, Customer Service

Wingstop (Jul 2008 - Jul 2011)
Cook, Customer Service

Software Unity, Unreal4, Leap Motion, Maya, Photoshop, Illustrator, Perforce, GitHub, Microsoft Office

Scripting Languages C#, ActionScript, Blueprint

Game Experience ***Starship Mercenary, Scriptor/Designer/Artist*** (Jan 2017 - April 2018)
• First person space ship shooter game on android using Unity.
• Full published game on the Google Play store utilizing freemium monetization.

Last Fate, Scriptor/Designer (Sep 2015 - Feb 2016)
• Collaborative VR game using Oculus Rift and Leap Motion in Unity.
• Design and integrate Leap Motion system.

Avoid Your Boss Simulator, Scriptor/Designer (Feb 2015)
• First Person, stealth puzzle game in Unity.
• In one week, design and prototype a game using time as a primary design element.

Farmer Frenzy, Scriptor/Designer (Dec 2014)
• First Person Shooter enemy wave survival game in Unity.
• Design and create a game using Scrum development cycle.

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Professional References

Jason Weesner

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