

JESSICA NEBOLSKY



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SKILLS

| | |
|------------------|--|
| Unity | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Maya | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Adobe Suite | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Microsoft Office | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Vicon Blade | <div style="width: 100%;"><div style="width: 75%;"></div></div> |
| Avid Pro Tools | <div style="width: 100%;"><div style="width: 50%;"></div></div> |

STRENGTHS

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|---------------|--|
| Creativity | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Organization | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Communication | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| Leadership | <div style="width: 100%;"><div style="width: 100%;"></div></div> |

PROGRAMMING LANGUAGES

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|------------|--|
| C# | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| C++ | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| HTML | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| JavaScript | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| PHP | <div style="width: 100%;"><div style="width: 75%;"></div></div> |
| CSS | <div style="width: 100%;"><div style="width: 50%;"></div></div> |

HONORS & AWARDS

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|---|-----------|
| Cooperative Education Award | 2018 |
| A.J. Drexel Scholarship | 2014 - 18 |
| SIGGRAPH Volunteer | 2016 |
| Illinois State Scholar | 2014 |
| Werner "Bernie" Bernhard Memorial Scholarship | 2014 |

LANGUAGES

| | |
|----------|--|
| English | <div style="width: 100%;"><div style="width: 100%;"></div></div> |
| French | <div style="width: 100%;"><div style="width: 75%;"></div></div> |
| Japanese | <div style="width: 100%;"><div style="width: 25%;"></div></div> |

EDUCATION

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|--|-----------------------|
| B.S. with Honors at Drexel University | 2014 - 2018 |
| Major: Game Media Arts and Productions | |
| Minors: Animation and VFX | |
| Interactive Digital Media | GPA: 3.75 /4.0 |

EXPERIENCE

2017 - Present
Procedural Expressions Lab

RESPONSIBILITIES:

Research Assistant exploring new media experiences in design and aesthetics under Prof. Jichen Zhu. My duties included creating and overseeing user studies, QA testing, transcriptions/tags, analyzing data, and developing tutorials and new features.

Summer 2016
Streetlight Productions Intern

RESPONSIBILITIES:

Animation intern for production, development, and creation of animated movies. Duties included: editing scripts, managing assets, organization, and filming reference footage.

2015 - 2018
Sweet Roll Studio

RESPONSIBILITIES:

Lead artist working on Fantasy Fairways (see below). Work included managing team of 2 other artists and creating assets and animations.

GAMES

2017 - Present
Groundless

Team Lead, Producer

Unity, Xbox and Steam

Team management, concept art, production pipeline, task organization, textures, finances, accounting

2015 - 2018
Fantasy Fairways

Lead Artist

Unity, Steam

Concept art, 2D assets, animations, marketing assets

2016
Sicari Syndicate

Artist, Designer

Unity, Itch.io

Character art, concept design, level layout, character animations, level assets

2015
SOLM

Programmer, Designer

RPG Maker, Itch.io

Puzzle design and programming, level design and implementation