

Evan B H Janssen

Greenfield, MA

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Game designer with a passion for how the details of design, tech, and art can come together to create a powerful experience. Focused on gameplay systems, level design, and creating a polished player experience through gameplay feel.

Technology:

| | | |
|---|--|---|
| - Unity Engine - C# scripting - C++ | - SVN, GIT version control - Adobe Photoshop & Illustrator - Unreal Engine | - Hammer Editor (Source) - Autodesk Maya - Microsoft Office |
|---|--|---|

Professional Skills:

Rapid prototyping and agile development
Clear written and personal communication
Strong understanding of project scope, interdisciplinary collaboration, and team organization
Design documentation and quality assurance testing experience

Work Experience:

Champlain College, Burlington, VT September 2018 - May 2019
Champlain College, Montreal, Quebec September - December 2017
Game Lab Tutor

- Worked one on one with individuals to improve understanding outside of class
- Assisted peers in learning C# scripting for Unity game engine

HitPoint Studios, Greenfield, MA May - August 2018
Design / Production Intern

- Worked with design and programming leads on prototype development.
- Assisted with production management tasks and documentation

Project Experience:

Arachnotron Fall 2018 / Spring 2019
Lead, Systems, and Level Designer; Gameplay Programmer Team size: 4 (fall) / 12 (spring)

- Fast-paced wall-climbing third person shooter as a robotic spider-tank
- Developed in Unity 3D
- Systems design, level design, gameplay programming

Rolling Thunder Spring 2018
Lead Designer Team size: 7

- Racing mayhem game about rolling down hill in office chairs
- Developed in Unity 3D
- Gameplay design & programming, level design

Education:

Champlain College, Burlington, VT Graduation May 2019
Bachelor of Science in Game Design

- Study Abroad in Montreal, Quebec, Fall 2017
- Sledgehammer Games mentorship program, Spring 2019
- Champlain College Game Developers Association, Member