

Jason D. Shull

Game Designer | Programmer

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INDEPENDENT PROJECTS

Check Please 7/2025 – present

Unity Save System 12/2024 – 6/2025

PROJECTS

Soul Sync City (26-person team) *Capstone Senior Project, 9/2023 – 5/2024*
Programmer/Designer

- Designed and implemented specific functionalities using behavior trees to enhance AI decision-making systems
- Developed ideas about enemy design in an easy-to-read manner with the help of flow charts
- Restructured enemy behavior systems by converting script-based code to a visual behavior tree system; improving the ability to debug our code

Party Crashers (17-person team) *Fuse/Exhibit Production, 9/2022 – 4/2023*
Programmer/Designer

- Communicated with animation team to develop scripts that would align enemy actions with their animations
- Improved player feedback with the implementation of special effects in the game
- Communicated with other programmers on my team to debug specific problems that were faced during the making of the game

Attachment Issues (5-person team) *Game Production 2, 9/2022 – 12/2022*
Producer/ Secondary Programmer

- Assigned tasks to team members based on their individual strengths and areas for improvement
- Mediated ineffective communication between team members and improved the flow of the project
- Collaborated with the coding team to troubleshoot and resolve programming errors in a timely manner
- Diagnosed and resolved graphical issues related to incorrect UV mapping, enhancing the visual quality of the game assets

SKILLS

- Proficiency in using C#, C++, HTML and CSS
- Experience working with Unity and Unreal Engine
- Cryptographic techniques
- Solid knowledge of AI navigation principles
- Adobe Suite
- Agile Development

WORK EXPERIENCE

ISteam Studio 9/23 – 12/23
Game Design Tutor

- Guided students through the basics of coding in Unity, using game development to enhance creativity and critical thinking.
- Strategically planned and maintained student's learning schedule.
- Actively monitored the progress to optimize instructional time of the students.

Kohls 10/27– present
Merchandising Associate

- Regularly assisted customers in their needs around the store.
- Monitored and handled hazards on the sales floor to ensure the safety of everyone.

EDUCATION

Bachelor Of Science: Game Design December 2024
Bradley University Peoria, IL