

# EZEKIEL PEARSON

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## SOFTWARE SKILLS

- Blender (2 years)
- Maya (4 years)
- Unity (4 Years)
- Unreal (1 Years)
- Adobe Illustrator (6 Years)
- Twine (2 Years)
- C# (4 Years)
- Adobe Photoshop (4 Years)
- User Interface (Ui)
- GitHub (2 Years)
- Krita (1 Years)

## PROFESSIONAL SKILLS

- Game Designer (4 Years)
- Level Designer
- Storyboarding
- 3d Modeling
- Illustration
- Graphic Design
- User Interface (Ui)
- Level Design
- Environmental Art

## ADDITIONAL SKILLS

- Adaptive
- Pays Attention to Detail
- Creative
- Problem Solving
- Communicative

## EDUCATION

- Full Sail University, Winter Park, FL  
Master Of Science: Game Design **2021-2022**
- Columbia College Chicago, Chicago, IL  
Bachelor Of Arts: Game Design **2018-2021**

## PROJECT EXPERIENCE

### *Dodgebot-Level Design- The Divide, CHICAGO, IL*

#### **LEVEL DESIGNER** **Sep 2022**

- ORGANIZED AND DEVELOPED DIFFERENT ASSETS TO BE USED AND UTILIZED FOR THE FUTURISTIC SETTING
- UTILIZED MAYA'S UV MAPPING AND ILLUSTRATOR TO DEVELOP UNPRECEDENTED DESIGNS TO ASSETS
- SPENT 10 HOURS WEEKLY DEVELOPING THE DIFFERENT AESTHETIC FOR THE LEVEL

### *Zygodot Studio, WINTER PARK, FL*

#### **INTERN** **Sep 2022**

- CONTRIBUTED 100 HOURS OF MONTHLY TOWARDS NUMEROUS PROJECTS
- UTILIZED MULTI-TASKING, PRODUCTION, 3D ART, 2D ART AND GAME DESIGN FOR DIFFERENT PROJECTS
- DEMONSTRATED AND PRACTICED THE AGILE METHODOLOGY

### *Opposite Life, CHICAGO, IL*

#### **WRITER** **DEC 2019**

- CREATED BRANCHING NARRATIVE PATHS THAT ALLOWS DIFFERENT SCENARIOS THAT EXPANDS THE ORIGINAL STORY SUMMARY
- MANIPULATED TWINES INTERACTIVE SELECTION TO BRING MORE ENHANCED INTERACTION TO THE PLAYER
- SPENT 15 HOURS WEEKLY IN THE COURSE OF A MONTH TO ENHANCE AND ENSURE THE STORY COULD EXCEED EXPECTATIONS

## OTHER PROJECTS

*Cindy Brock & the Legend of the Keytar, GAME DESIGNER* **June 2022**

*Dream Jump, ENVIRONMENTAL ARTIST* **May 2020**

*Crazy Driver, ASSISTANT GAME DESIGNER* **May 2019**