

# EZEKIEL PEARSON

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## SOFTWARE SKILLS

- Blender
- Maya
- Unity
- Unreal
- Adobe Illustrator
- Twine
- C#
- Adobe Photoshop
- User Interface
- GitHub
- Krita

## PROFESSIONAL SKILLS

- Game Designer
- Level Designer
- Storyboarding
- 3d Modeling
- Illustration
- Graphic Design
- User Interface
- Level Design
- Environmental Art
- Prototype Design
- Agile Methodology

## PRODUCTION SKILLS

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

## MISCELLANEOUS SKILLS

- Have access to Quest 2 VR headset

## 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

## RECENT EXPERIENCE

### *Chaos Theory*, CHICAGO, IL

#### LEAD DEVELOPER

June 2023-

- Utilized Unreal Engine to develop original gameplay mechanics and unique systems.
- Continuously creating and evolving a growth-based game idea and skill set that generates unpredictable outcomes within standard gameplay systems.
- Developed deep character concepts and designed a variety of planned game modes for an ongoing project

### *Zygobot Studio*, WINTER PARK, FL

#### INTERN

Sep 2022

- Contributed 100 monthly hours to numerous projects.
- Utilized multitasking, production, 3D art, 2D art, and game design skills across different projects.
- Demonstrated and practiced the Agile methodology

### *Dream Jump*, CHICAGO, IL

#### ENVIRONMENTAL ARTIST

MAY 2021

- Created multiple art assets in Maya, resulting in captivating landscapes for level designs.
- Utilized Illustrator and Unreal Engine 5 VFX to work on visual effects and textures that harmonized with the scenery, evoking a sense of a surreal dream world.
- Successfully launched the game within a 4-month timeframe, making it available on itch.io

## OTHER PROJECTS

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

June 2022

*Opposite Life*, WRITER

Dec 2019

*Crazy Driver*, ASSISTANT GAME DESIGNER

May 2019