

EZEKIEL PEARSON

Game Designer

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SOFTWARE SKILLS

- 3dsmax
- Maya
- Unity
- Unreal
- Adobe Illustrator
- ToonBoom Harmony
- Twine
- C#
- Adobe Photoshop
- User Interface (Ui)
- Adobe InDesign
- GitHub
- Wwise
- Adobe Audition
- TrenchBroom
- Substance Painter

PROFESSIONAL SKILLS

- Game Designer
- Level Designer
- Writer
- 3d Modeling
- Programming
- Illustration
- Graphic Design
- User Interface (Ui)
- Adobe InDesign
- Level Design
- Environmental Art
- Texturing

ADDITIONAL SKILLS

- Quick Learner
- Adaptive
- Pays Attention to Detail
- Creative
- 3d Modeling
- Problem Solving
- Communicative

EDUCATION

- **Columbia College Chicago, CHICAGO, IL**
Bachelor Arts Game Design **2018-2021**
- University of Dubuque, **DUBUQUE, IA**
MAJOR: GRAPHIC Design **2016-2018**

EXPERIENCE

Independent project: Dream Jump, CHICAGO, IL

ENVIRONMENTAL ARTIST

May 2021

- Improved design skills to create unique and interesting models for game environment
- Utilized substance painter to create unreal art textures to unreal engine
- Developed unique and fast understanding of unreal and adapt to its programming concept

University of Dubuque- Heritage Center, DUBUQUE, IA

USHER

May 2018

- Organized visitors and directed them to the event while keeping watch for anything that might be troubling to the performance
- Analyze the performance and waited for instructions during the event
- Greeted visitors that might be interested in the event of going to the performance

IMSA ALLIANCE PROGRAM, CHICAGO, IL

STUDENT ASSISTANT

May 2015

- Learned how to present science inquiry lessons to teachers, that could use the lessons in their classrooms
- Set-up lesson demonstrations and organized for lessons
- Worked with students from schools all over the Chicago area

Illinois Institute Technology, CHICAGO, IL

CIVIL ENGINEER INTERN

Aug 2014

- Assisted employers with measurements of structures and other projects around the career field
- Observed professional architectural engineers in a natural work environment
- Managed time and priorities to maximize results
- Received performance bonuses received

SELECT PROJECTS

Custom quake map single player game, LEVEL DESIGNER

May 2020

CRAZY DRIVER- COMPUTER GAME, ASSISTANT PROGRAMMER

Dec 2019

OPPOSITE LIFE INTERACTIVE STORY, WRITER

May 2019

OTHER INTRESTS

- Piano
- Writing
- Drawing
- Movies
- Reading
- Making Music