

# Jacob Shirley

## Game Designer

(217) 714-9473  
Franklin, Indiana

### Skills

Creature/Character/World Design  
Writing  
Unity  
HTML  
CSS  
Javascript  
Unreal Engine  
C#

### Designer's Statement

I'm a game designer and worldbuilder creating fantastical worlds in the hopes of bettering our own. I use my skills in writing and design to create unique experiences and worlds. If I can think of an interesting way to do something, I'll strive to do it that way.

### Contact

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 [linkedin.com/in/jacob-shirley-game-design](https://www.linkedin.com/in/jacob-shirley-game-design)

## Game Design and Project Experience

### **Grim Pickings (2022)** – Game Creator and Game Design Lead

Physical card game about digging up body parts and becoming the best abomination you can become in an attempt to beat your opponent in physical combat. Developed by a team of thirteen based on my initial idea.

[twitter.com/GrimPickings436](https://twitter.com/GrimPickings436)

### **Dashblade (2022)** – Game Creator and Sole Designer

A networked multiplayer game where you battle opponents in an arena of floating platforms.

[jaykoniks.itch.io/dashblade](http://jaykoniks.itch.io/dashblade)

### **IU Health Training Video Design (2021)** – Project Manager

Created video to teach health care professionals how to administer Virtual Reality headsets for patient pain relief. Managed a team of five and acted as point of contact between team and clients.

### **Purgatory: Vices and Virtues (2020)** – Game Creator and Game Design Lead

A digital card game about finding your way out of purgatory and into heaven or hell before your opponent. Developed by a team of four based on my initial idea.

[nounstudios.itch.io/purgatory-a-game-of-virtues-and-vices](http://nounstudios.itch.io/purgatory-a-game-of-virtues-and-vices)

### **Zomb-i (2020)** – Game Creator and Sole Designer

Prototype text-based adventure game about finding your way out of a bunker, discovering things about your past along the way.

[textadventures.co.uk/games/view/ss95z7tnbeu8ylj9tn0zdw/zomb-i-demo](http://textadventures.co.uk/games/view/ss95z7tnbeu8ylj9tn0zdw/zomb-i-demo)

### **Bright Shadows (2020)** – Game Designer

Basic game prototype about collecting fireflies as a shadow-creature curious about light. Developed by a team of 5.

[bright-shadow-dev.itch.io/bright-shadows](http://bright-shadow-dev.itch.io/bright-shadows)

## Education

**Indiana University-Purdue  
University of Indianapolis**  
Indianapolis, IN  
2018-2022

**Bachelor of Science**  
**Major: Media Arts and Sciences**  
Concentration in Game Design  
and Development  
**Certification in**  
**Human-Computer Interaction**  
GPA: 3.85/4.00 (High Distinction)