

Jessica Swiercz

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OBJECTIVE

To qualify for the senior capstone and further expand my experience and skills in game development at Fitchburg State University.

EDUCATION

Fitchburg State University

Expected Graduation Date December 2021

Bachelor of Science in Game Design

Overall GPA: 3.55

ACADEMIC PROFILE

Elements of Game Design

Introduction to Game Art

Game Narrative Design

Game Level Design

Game Design Workshop

3D Modeling I

Concept Art for Games

Intro to Comm and Media Studies

Serious Games

3D Game Development

Introduction to Graphic Design

Advanced Game Workshop

Game Studies Seminar

Computer Science I, II

TECHNICAL SKILLS

Proficient in: Photoshop, Adobe Illustrator, Unity, Unreal 4, Microsoft Word, Excel, PowerPoint

Familiar with: ZBrush, Maya, CSS and HTML, Java, Python, agile SCRUM