

# JAMEY DUNN

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## EDUCATION

### **BACHELOR OF SCIENCE – GIMM: GAMES, INTERACTIVE MEDIA, AND MOBILE TECHNOLOGIES**

**BOISE STATE UNIVERSITY, MAY 2022 GRADUATE**

**Cumulative College GPA: 3.9**

#### **Awards and Merits:**

- Dean's List with Highest Honors for Eight Consecutive Semesters
- Presidential Academic Scholarship
- Art Recognition Scholarship

## RELEVANT WORK EXPERIENCE

### **SENIOR DEV LEAD, BOISE STATE UNIVERSITY - GIMMWORKS (APRIL 2021 – CURRENT)**

**(PROJECT MANAGER, PROJECT LEAD, FRONTEND DEVELOPER, VIDEOGRAPHER, ORGANIZER)**

- Managed a 16-person team of developers and collaborated on a variety of projects
- Event coordination, planning, and presenting for large student tour groups to campus
- Project Manager role on the following projects: Seed Search, Gear Up Idaho, PonyUp, Bronco Animation, GIMM Life, which required me to coordinate style guides and vision
- Created presentations and handled written and verbal communication and critique

### **FRONTEND DEVELOPER, BOISE STATE UNIVERSITY - GIMMWORKS (AUGUST 2018 – CURRENT)**

**(3D MODELER, 2D ARTIST, CONCEPT ARTIST, UI DESIGNER, 2D ANIMATOR, ART LEAD)**

- Designer/Artist role on the following projects: Animotions, Foundation for Literacy, ABC Stories, Alzheimer's Animation, Boise Schools VR Bus Simulation
- Created concept art and developed to performant final art assets (Both 2D & 3D)
- Designed UI Visual Elements including text art, background paintings, and icons
- Created polished Animations, Line Art, and Backgrounds for video projects
- Utilized programs such as Photoshop, Illustrator, Clip Studio Paint, and After Effects

### **ART DIRECTOR, *GIMM STUDIO* BOISE STATE UNIVERSITY - GIMM MAJOR (AUGUST 2021 – MAY 2022)**

**(ART DIRECTOR, 3D ARTIST, CONCEPT ARTIST, TECHNICAL DIRECTION)**

- Management of a 30-person team of designers/artists for a large-scale project involving the entire Major's Seniors while team building, leading, training, and mentoring
- Collaborated with clients, peers, and professors to coordinate and manage milestones, problem solving, aesthetic, and workflows with Agile/SCRUM methodology
- Design overall artistic experience in association with stakeholders and requests

### **CREATIVE DIRECTOR, *UNDER THE TABLE* - ENTERTAINMENT PROJECT (JULY 2020 - CURRENT)**

**(MUSIC DIRECTOR, 2D ARTIST, CONCEPT ARTIST, 2D ANIMATOR)**

- Composing entirety of a ~100 song soundtrack to complete mastered tracks
- Collaboration on a 2D Frame-by-Frame Animation for Season 01 & Season 02
- Content specialist for characters, creatures, props, lighting, special effects, audio
- 2D asset creation developing Concept Art, Visual Stylistic Guidelines, modular assets

## ADDITIONAL INDUSTRY SKILLS

- 3+ Years of Experience with 3D Art Pipeline and Modeling in Blender & Autodesk Maya/Max
- 5 Years of Experience with the Adobe Suite and Substance Painter
- 4 Years of Management Experience in Game Production
- 4 Years of Experience with C# in Unity and Mobile / Augmented Reality (AR) / Virtual Reality (VR)
- 7+ Years of Art Studies and Art Principles such as Color Theory / Shape Language / Proportions
- Overseeing / Conducting interviews and Managing Hiring Cycles and Leading Meetings