

# Jack Malboeuf

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Passionate game designer with focus in systems design, UI design, and UX design. Aims to create quality work and make a positive mark on a company's products.

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## **Skills**

**Engines:** Unity and Unreal 4 game engines

**Programming:** C#, Unreal blueprints

**Game design:** systems, UI, UX, level design, scripting

**Animation:** Maya, Unity, Unreal 4

**Leadership:** team management, trusting team members with creative freedom

**Public speaking:** confident in front of a crowd, teaching and explanation skills

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## **Relevant Work Experience**

### **Midwest Immersive Developer**

July 2019 - Present

- Developed mobile applications for Adidas
- Developed AR applications for Verizon

### **Liminal VR Developer**

March 2019 - June 2019

- Led a team of skilled developers to produce an experience for the Liminal VR platform
- Designed the experience based on psychological research documentation

### **Motion Capture Unity Programmer Intern**

July 2018 - May 2019

- Wrote scripts that allowed data transfer from Unity to Max/Msp
- Worked with Rokoko Smartsuit to develop interactive motion capture technology

### **Game Design and Programming Tutor**

April 2018 - May 2019

- Taught students game engine and programming skills

## **Project Experience**

### **Turn Tiles**

UI designer and C# programmer

### **M.M.O. VR**

Designer and project lead

### **Gun Crafter**

Systems designer and C# programmer

## **Education**

### **Columbia College Chicago**

Game Design Major

### **William Rainey Harper College**

### **John Hersey High School**

## **Accomplishments**

National Society of Collegiate Scholars  
Dean's List, Columbia College Chicago  
Trustee Award, Columbia College Chicago