

# JASON BOCK

## SUMMARY

Creative video game designer with a strong focus on developing engaging, user-centered gaming experiences. Expertise in character design, story development, and level creation enhances player immersion and overall gameplay quality. Demonstrates effective collaboration within teams and innovative problem-solving skills, while remaining adaptable to emerging technologies. Committed to leveraging diverse work experiences in retail and food service to contribute positively in dynamic environments.

## EXPERIENCE

### Bake Assistant

NOTHING BUNDT CAKES | October 2022 - May 2023

- Responsible for most backroom bakery tasks like frosting the cakes, baking, cleaning pans and store
- I would be responsible for receiving shipments and stocking them

### Warehouse Associate

MAGNANNI | January 2021 - July 2021

- I am responsible for completing and shipping national and international orders
- I am also in charge of palletizing wholesale orders and unloading shipments we receive
- I am responsible for stocking shoes, cardboard boxes, and other items
- I am also responsible for scanning the appropriate items and packaging

### Wingman

COLLEGE HUNKS HAULING JUNK & MOVING | August 2020 - October 2020

- Responsible for moving appliances, furniture, and junk for residential and business customers
- This included transporting and dumping items at the local junkyard

### Pizza Delivery Driver

PAPA JOHNS PIZZA | February 2018 - February 2020

- I took customer orders over the phone and entered them into the computer ordering system
- I also prepped pizza, wings, and other items on the menu
- My main responsibility was delivering the orders to customers

### Pizza Delivery Driver

ROMEO'S PIZZA | June 2016 - December 2016

- Responsible for taking customer orders over the phone, entering orders into the computer ordering system, and washing dishes
- My main responsibility was delivering the orders to customers

## CONTACT

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🌐 <https://www.jasonbockgamedev.com/>

## SKILLS

- Basic Proficiency in Blender
- Experienced with Unity Engine
- Sound Design Using Logic Pro
- Game Level Designer
- Team collaboration aptitude
- Virtual reality development
- Player retention strategies
- Strong game design knowledge

## EDUCATION

### BACHELOR'S DEGREE

VR AND GAME DEVELOPMENT, MINOR  
IN COMMUNICATIONS

OHIO UNIVERSITY

December 2024

### ASSOCIATE OF ARTS DEGREE

COLUMBUS STATE COMMUNITY  
COLLEGE

December 2020

### HIGH SCHOOL DIPLOMA

WESTERVILLE CENTRAL HIGH SCHOOL

May 2017

## ACCOMPLISHMENTS

3.95 GPA and has graduated Summa  
Cum Laude



### **Sales Associate**

*G.H. BASS & CO. | June 2015 - December 2015*

- Responsible for selling different products to customers, managing the cash register, organizing merchandise, and unboxing products to put on the sales floor

### **Restaurant Worker**

*SMASHBURGER LLC | June 2014 - October 2014*

- Responsible for taking orders at the cash register, preparing food items, bussed tables, and cleaning the restaurant

## **ACTIVITIES AND HONORS**

- Plays Volleyball
- Makes music and has released an album
- Worked on a VR/Mixed Reality course, specifically sound design
- Participated in Game Jams at Ohio University's Game Development Club

## **REFERENCES**

References available upon request.