

JALEN (GABRIEL) HURST

Goal-driven and versatile Artist and Game Designer with a strong desire to enter the game industry. Games are a deep passion and a core pillar of their life, and Art was the cement that molded things together. Thrives in collaborative team-based environments and can handle fast-paced workflows. Ready and willing to be a hand in creating memorable experiences through games

Skills

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|---------------------------------|------------------------------|----------------------------|
| • Character design 2D | • Concept art | • Unreal Engine Experience |
| • Character Design 3D (Blender) | • Prop design | • Unity Experience |
| • Character Sculpting (Blender) | • Game Design Doc experience | • Game Maker Studio 2 |
| • Texture painting (Blender) | • 3D Lighting | • Twine |
| • 2D digital art | • Color theory | • Game Design |
| • Blender | • Procreate | • Adobe softwares |
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Professional Experience

Executive Administrative AssistantCommunity Care 2017 - Current

- Intake Coordinator Specialist: Scheduling Assessments for case managers within a state-regulated time window.
 - Admin Organization: Manage several spreadsheets and deadline-oriented state uploads.
 - Leadership & Training: Training co-workers on state-mandated intake systems and providing manager-level support.
 - Innovative System Development: Creating proposals for technological and organizational advancements.
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Education

Depaul University

Bachelors of Science: Game Design



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