

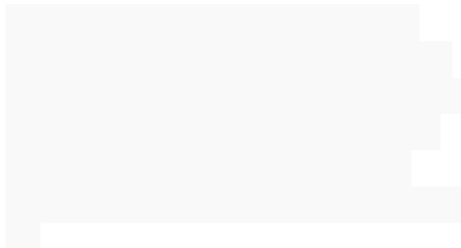
JALEN GABRIEL HURST

Game Designer

Digital Designer

Character Designer & Concept Artist

Graphic Designer



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lo-34arts.com

I am an ambitious, flexible, and communicative game designer, artist looking for opportunities to offer creative, design assistance and much more. In previous roles helped design for several projects including indie games through concept and design utilizing 2D/3D art along with aiding with programming. Over the past few years, I have acquired various amounts of skills. These skills have benefitted me in completing many creative tasks in different areas. I have learned that there is nothing too impossible.

EXPERIENCE

SOFTWARE

CODING

Admin Support Staff | Community Care Systems CCSI LLC

2017-Present

Worked through the company and coordinated with nursing homes throughout the city of Chicago. Sending in documentations for residents to be sent to Medicaid. Authorizing assessments to case managers, handled customer services responsibilities as well as incidents that would require a supervisor when one is not present.

Artist & Animator | College Game Production

2021-2021

Collaborated with programmers, designers, and animators on a fixed schedule using scrum and project backlogs to produce large amounts of art concepts, Mood boards, helped managed the aesthetics and art direction, and heavy amounts of Assets for game implementation and animation

- Game Maker Studio 2
- Unity
- Unreal Engine
- Bitsy
- Procreate
- CSP
- Major Adobe Programs
- Maya
- Blender
- Inksy

- Unreal Blueprint
- Unreal Engine
- C#
- Google Sheets
- Photoshop
- Premiere
- Illustrator
- After Effects

Artist | College Game Modification Workshop

2020-2021

Collaborated with game programmers, animators, and other artists to modify/fix an open-source game and completely revamped it.

Screen | Writer College Game

2020-2021

Wrote scripts for Story based games

Lead Artist | College Game Intro Production

2019-2020

Collaborated with game producer, programmers, designers, and animators on a fixed schedule using scrum and project backlogs to produce large amounts of art concepts, Mood boards, Manage the aesthetics and art direction, and heavy amounts of Assets for game implementation and animation

Indie Game Design | Solo game production

2019-2020

Performed multiple roles in game development.

[Programmer, Artist, Animator and Designer]

BFA Game Design

2018-2021

Completed thesis (3.78 GPA June 2021)

