

Jackson Kraft

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SUMMARY

I'm a game developer and student at Wichita State University looking for opportunities to further professional experience and educational pursuits. Whether working independently or in a collaborative environment, I am focused on creating engaging, and dynamic gameplay experiences.

SKILLS

- Unreal and Unity Engine
- Text / blueprint-based programming
- Gameplay programming
- Adobe Creative Suite
- Microsoft Office Suite
- Autodesk Maya

EDUCATION

Wichita State University

Bachelor of Arts, Media Arts – Game Design

08/2020 – 05/2024

- Completed coursework and project work focusing primarily on gameplay development using Unreal Engine.
- Additional coursework completed using the Unity Engine, Adobe Audition and Premiere Pro, and Autodesk Maya.
- Use of C++ and visual scripting to complete projects and assignments.
- Additional Credentials:
 - Minor in Computer Science
 - Minor in Creative Writing
 - Certificate in Animation
 - 3.75 GPA

EXPERIENCE

User Interface Developer/Tester, U.S. Air Force

06/2021 – 08/2021

- Assisted in UI development for XRVR tutorials of flight simulation training alongside United States Air Force personnel and Wichita State University developers.
- Work was completed using the Unity engine and C# scripting.

Equipment Specialist – Shocker Studios

08/2022 – Present

- Operate and maintain various technical equipment including Virtual Reality hardware, DSLR cameras, Black Magic cameras, and Zoom audio equipment.
- Act as an intermediary between faculty, instructors, contractors, and students.
- Cooperate and assist students and staff on various projects and productions.