Jaden S. Feliciano

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EDUCATION

**SUNY Polytechnic Institute of Technology** Utica, NY

Bachelor of Science in Computer and Information Design May 2021

* Coursework: Professional Game Design | Information Design | Software Documentation | Computer Science.
* Worked at least 24 hours a week through four years of college to pay for living expenses.

PROJECT EXPERIENCE

**COM 219: Intro to Video Game Design and Culture**  September 2018

* Using an arcade-game design program (Construct 2), I worked with a classmate to provide programming for a top-down story-based game that went beyond the usual design style of the program.
* Collaborated with classmate to create documents that detailed workloads, along with weekly progress reports and project presentations.
* Spent personal time to educate myself further in programming with Construct 2 to incorporate new techniques and styles beyond the professor’s expectations.
* Results were a ‘short yet successful game unlike anything made in this course’ as quoted by the professor.

**COM 419: Video Game Design Studio** September 2020

* Given three games to complete: ‘Paper’s Please’, ‘Never Alone’, and ‘Portal 2’ to write documentation on their flaws.
* Assigned to design art and assets for a 3D tank shooter game using Blender 2019 to design the models, and Unreal Engine to run/design the game.
* Those designs include:

- Player and enemy tank model - 6 variants of tank barrels and ammo - Power Ups - Target and dog tags

**COM 239: Professional Game Design** January 2021

* Created 16-bit pixel art characters and map markers for a game the class had to create using only the professor’s outline.

**COM 400: Software Documentation** January 2021

* Studied Blender in depth to create a 24-page user manual outlining the basic uses of Blender’s tools, including instructions to create a low graphic 3D world taking advantage of those tools.

**CS 249: Object-Oriented Programming in Java** January 2021

* Completed seven programming projects implementing numerous methods, classes, and data types, even recreating Minesweeper.
* Created UML diagrams to visually represent the main functions of some program assignments.

ADDITIONAL INFORMATION

* Technical Skills: Python, CodeBlocks, IntelliJ, Blender 2019, Maya 2019, Microsoft Office Suite, OBS Studio, Umlet, Construct 2 & 3, Davinci Resolve