

JOHN SEYMOUR

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Career Objectives: Game/Graphic Design, Writing, Publishing

Technical Skills

- MS Office
- Photoshop
- Illustrator
- Premiere
- InDesign
- Unity
- Plastic SCM
- Pro Tools
- 3D Coat
- JavaScript
- UnityScript
- Maya

Education

Becker College, Worcester, MA

Graduated: May 2019

Bachelor of Arts in Interactive Media Design

Concentration in Game Design, GPA: **3.75/4.0**

- Member of Alpha Lambda Delta (top 20% freshman year) and achieved Magna Cum Laude
- Dean's List Fall 2015, Spring and Fall 2016, Spring and Fall 2017, Fall 2018 and Spring 2019
- #3 in the World by Princeton Review for Game Development & Design

Experience and Projects

Becker College Greenlit Game Studio, Worcester, MA

September 2018 – June 2019

Saol and Bas - Lead Designer

- Lead mechanics, level and narrative design in a student run game development studio.
- Kept group members up to date on current and future mechanics, gameplay, and tasks for the week.
- Compiled work from each group member into one accessible location and updated the bible to reflect completed tasks.
- Applied cross team knowledge in order to assist with programming, 2D animation, design, and narrative development, as well as instruct and guide fellow undergraduate students.
- Organized and applied feedback from a game demonstration at the school's PAX East booth to iterate and improve on the mechanics and gameplay clarity.

Rudder Haven Publishing, Worcester, MA

June 2019 – August 2019

The Milhavior Chronicles Online: Content Intern

- Worked with a design team to design and develop early game combat mechanics and content.
- Drafted short stories for an intellectual property in accordance with the game world limitations.
- Read through and edited work submitted by other members to build cohesive content with the team.

Nordstrom Natick, Natick, MA

June 2018 – November 2021

Logistics – Web Team Stock and Fulfillment

- Fulfilled customer orders in a timely manner following quality standards, and quality checked products to prepare for shipment.
- Utilized inventory management systems to scan, process and complete online orders sent to the store from shoppers and other stores.

Volunteer Experience

Natick High Robotics Camp, Natick, MA

June 2013, June 2014

Volunteer

- Volunteered and mentored a small group of middle school students and taught them how to build and construct functional robots using Lego NXT Bricks.
- Designed and implemented difficult challenges for the students to overcome and think about when constructing their robots.