

Jedediah Myers

Uniting Developer and Designer together

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EXPERIENCE

Lunar Mare Studio, Austin TX — Unity Developer

June 2018 - PRESENT

One of two Unity Developers/Level Designers on a team of 6.
Current project is a Metroidvania called *Project Timeless*.

Emergent Media Center, Burlington VT — QA Tester

February 2014 - June 2015

I worked on Lake Quest, with responsibilities that included bug testing, issue logging, writing public beta test plans, and the facilitation of the public beta tests.

Essex Town School District, Essex Jct. VT — IT Intern

May 2013 - August 2013

I worked for the school district alongside the regular IT technicians. My responsibilities included testing, imaging, and cleaning the student's computers.

PROJECTS

Project Timeless — 2018-Present

A side-scrolling action platformer game for the PC.

- Co-Developed Initial Prototype
- Designed Tutorial Level
- Bugfixes for the Demo

The Grandmaster — 2016

A Merchant Simulation/Action RPG game about a retired adventurer.

- Narrative Designer
- Wrote dialogue for the NPCs

SKILLS

Rapid Prototyping

Systems Design

Level Design

AGILE Scrum Methodologies

TOOLS

C# Scripting

Unity Development

Unreal 4

Adobe Photoshop and Illustrator

EDUCATION

Champlain College

Burlington VT

B.S. in Game Design

August 2013 - May 2017

Participated in Game Development Program at Champlain College.