

Jason E. Rodgers

Game Development Experience

ArkanPong – Producer

09/13 - Present | 1 person

Engine: Unity 3.4

- Scripting single and multiplayer campaigns
- Unity Game Objects used for models
- 5-level single player demo currently available

Zelda SoDak – Producer

25 month development cycle | 1 person

Engine: ZQuest Editor v.2.10

- Created Overworld map based on South Dakota and 11 unique dungeons
- Used ZQuest Editor to set up game rules, enemy locations, and gameplay mechanics
- Dialogue inspired by web series *The Legend of Neil*
- Design process took 5 months, testing took an extra 20 months due to being sole tester

Area 52 – Producer

3 month development cycle | 3 people

Engine: Unreal 2004 Engine

- Created and constructed the level layout for a Double Domination match
- Used 3ds Max to create more than 95% of the environment with the rest from Unreal library
- Set up all lighting, Karma, emitters, triggers, ladders, and AI paths
- Contracted texture work and alien creation to two classmates and approved their work

TKDA Software Package – Design Lead

3 month Agile development cycle | 29 people

Engine: Torque Game Engine

- Managed a team of 6 people in designing the layout and structure of an architectural design suite which allows the user to create a blueprint from scratch and view the finished building in a 3D environment
- Compiled the work of the Art and Programming Teams into a technical demonstration video which was presented to the TKDA Architectural Firm in St. Paul, Minnesota

NERF Blasters – Level Design Lead

6 month Waterfall and Agile development cycle | 14 people

Engine: Torque Game Engine

- Assisted in the creation of the Design Document and story
- Oversaw and aided in the construction of 3 levels including level conception, asset placement and adjustment, and the creation of physical zones and emitters
- Created 7 environmental emitters, modeled and textured 18 environmental assets, and textured 1 blaster

Caelum II: Shadowed Kingdom – Producer

6 week development cycle | 1 person

Engine: Torque Game Builder

- Created Concept Document, temple layout, 60 tiles for level creation, 4 emitters, all scripting and menus
- Modeled, textured, and animated 6 characters, 2 of which required rigging
- Planned, set up, and animated 48-second boss cut-scene

Anteup – Level Design Lead

6 week Waterfall development cycle | 8 people

Engine: *Unreal 2004*

- Assisted in the creation of the Design Document and created layout of the level for a Capture the Flag match
- Modeled and textured 1 environmental asset and created 3 emitter textures
- Set up lighting, 10 karma objects, 3 emitters, 4 triggers, and built level using assets created by teammates

Race of the Brave – Designer

2 month development cycle | 5 people

Engine: *Board Game*

- Created the Design Document
- Developed game rules, 2 different track layouts, and information for 22 different battle cards

Qualifications

Personal: Strong work ethics; Excellent management and public speaking skills;
Team leader and player; Poised

Hard Technical: Skilled in Unity, Unreal Editor, Torque Game Builder, and Torque Game Engine;
Proficient in 3DS Max, Photoshop, Flash and Audition

Soft Technical: Programmed with Javascript, C++, Torque Script, SQL, and VB;
Working knowledge in Microsoft Office

School: Completed six projects from Concept Proposal to end product;
Experience with Waterfall and Agile management

Education

Brown College, Mendota Heights, MN
Bachelor of Science in Game Design and Development, 2009

Jason E. Rodgers

American Legion Post 8 – Pierre, SD

04/11 – Present

- TAM Certified through 5/15/2015
- Efficiently pour over 75 drinks and shots
- Perform opening and closing shifts and all duties therein
 - Currently closing Thursdays, Fridays, and Sundays and alternating late and closing shifts on Saturdays
- Operate cash register for alcohol and lottery transactions
- Able to run bar alone or with others
- Trained to use Automated External Defibrillator

Eagle Creek Software Services – Pierre, SD

02/10 - Present

Baptist General Convention of Texas – CRM Consultant

07/13 – 09/13

Environment: Siebel Tools and Web Client v.8.1.1.9

- Ensured all fields and buttons transferred correctly after Siebel Upgrade
- Performed QA on the various Applets to verify expected results
- Researched and fixed issues with OpenUI

Nestle Waters - EIM Consultant

02/13 – 08/13

Environment: Siebel Tools and Web Client v.8.1.1.9 SIA Sales

- Wrote IFB files for EIM transfer of Customer, Prospect, Product, and Pricelist records
- Used SQL to prepare initial setup of SSIS Packages and ensure data transfer of EIM
- Created SSIS Packages for data transfer from source files to EIM Tables
- Assisted with configuration changes post-upgrade from v.8.1.1.3 SEA Sales
- Enhanced SSIS packages and IFB files after project completion to provide SIC Codes and Employee Count information per the client's request

Eagle Creek Internal 83Demo – Salesforce Consultant

01/13 – 02/13

Environment: Salesforce

- Configured Salesforce environment to meet functional needs
- Imported and exported record data to and from other servers and CSV files
- Installed and configured resources from the AppExchange including map functionality, metadata relationships, milestone resources, field export to Excel, and an application for doctor's records

Stewart Title – CRM Consultant

07/12 – 08/12

Environment: Siebel Tools and Web Client v.8.1

- Configured the CRM environment for prototyping purposes
- Implemented direct text file import of data into Applets

Automatic Data Processing, Inc. – CRM/UCM/EIM Consultant

03/11 – 07/12

Environment: Siebel Tools and Web Client v.7.8 and 8.1

- Configured the CRM/UCM environments based upon the Issue Log and CRs
- Created and ran SSIS packages
 - Later upgraded packages for multi-file automation and report/error logging
- Performed EIM and UCM Batch Jobs to transfer data from CRM to UCM
- Used SQL to prepare initial setup of SSIS packages and ensure data transfer of EIM
- Created and updated TDDs based upon configuration
- Created mapping documentation in Visio for Supervisor to present in client meetings

Quintiles Transnational Corp. – CRM Consultant

05/10 – 01/11

Environment: Siebel Tools and Web Client v.8.1

- Configured the eClinical environment based upon the Issue Log and CRs
- Scripted events in CRM using eScript to address the client's needs
- Updated FDDs and TDDs regularly to match configuration changes
- Reviewed and ran Test Cases to ensure component functionality

In-House Training

02/10 – 05/10

Technical Skills

RDBMS:	Siebel Tools and Web Client versions 7.8 and 8.1, Salesforce
Application Software:	MS Office Suite
Languages:	SQL, eScript, C++, VB
Design Tools:	SQL Server Management Studio, Oracle SQL Developer, SQL Server Business Intelligence Development Studio

Education & Training

- Salesforce Administrator Certified, December 2012
- Salesforce Developer Certified, November 2012
- CRM/UCM/EIM Consultant in-house training from Eagle Creek Software Services
- Bachelor of Science in Game Design and Development from Brown College, 2009

Rodgers Rentals – Pierre, SD

01/97 - Present

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- Grounds and complex maintenance of nine apartment buildings
 - Unit repairs after tenant vacancies to prepare space for new tenants
 - Build additions to create a more enjoyable living environment for tenants