Jeremie Garcia

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Education

Rider University, Lawrence Township, NJ   September 2020 - May 2024
Bachelor of Arts in Interactive Game & Media Design
Minor in History & Web Design

Monmouth University, West Long Branch, NJ   September 2024 - May 2026
Masters of Arts in Communications with a
Concentration in Interactive Digital Media

Skills

Design Skills
- Game design experience in Unreal Engine 4, Godot 4, and Unity 2022
- Level design and blockmesh experience in Unreal Engine 4
- Experience using the Aseprite software for 2D pixel art
- Extended use in the Adobe Suite using Photoshop, Illustrator, Lightroom, and InDesign for graphic design and publication design
- Familiarity using Adobe DreamWeaver to create a prototype website and use HTML and CSS programming languages
- Wireframing and prototyping skills creating video game frameworks

Technical Software
- Game Engines: Unreal Engine 4, Godot 4, & Unity 2022
- Design Tools: Adobe Photoshop, Illustrator, InDesign, Procreate
- 3D Programs: Maya & Blender
- Organizational Management: Godot & Gantt Lab
- Microsoft Suite: Word, Excel, & PowerPoint

Projects

Desert Ghost Town Ethnography Project
    February 2025 - May 2025
- Designed ghost town structure using StylyCC software to create an ethnographic narrative of western ghost towns

- Created a flythrough consisting of a 3D environment with background music and audio narrative clips to elaborate more on the story
- Accompanied the 3D project with a prototype of a website made with Wix

First-Person Shooter Prototype Game (Senior Capstone Project)

September 2023- April 2024

- Worked on the project as the lead programmer and project manner for a team of 5 developers
- Created and developed game mechanics and systems using the Godot 4 game engine with the built-in GDscript programming language
- Managed and communicated workflow using GitHub for project organization and the Gantt Lab plugin for scheduling due dates amongst assigned roles to deliver a milestone presentation during the fall and spring semesters

3D Level Design: Palace of Versailles and Fukushima Recreations

October 2022 - December 2022

- First-person 3D environment prototype in Unreal Engine 4 using blockmesh and level design skills to recreate sections of the Palace of Versailles and Fukushima, Japan for a level design project
- Used Unreal Engine 4's built-in design tools to create architectural structures and environment

3D Castle Render

October 2022 - December 2022

- Created a custom castle render in Blender using self-made models, textures, and lighting

2D Platformer Prototype

September 2022 - December 2022

- Created custom 2D sprite art and basic animations using Aseprite software
- Implemented basic gameplay mechanics (run, jump, attack) using Unreal Engine 4

Portfolio Website Development

September 2023 - December 2023

- Built a framework for a portfolio website using HTML and CSS
- Designed framework and structure before integrating into WordPress

Athletics & Leadership

Division 1 Student-Athlete

- Cross Country, Indoor Track, and Outdoor Track at Rider University (September 2020 - May 2024)
- Cross Country, Indoor Track, and Outdoor Track at Monmouth University (September 2024 - March 2025)