

Jeremie Garcia

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EDUCATION

Monmouth University, West Long Branch, NJ

Masters of Arts in Communications with a Concentration in Interactive Digital Media, May 2026
GPA: 3.93

Rider University, Lawrenceville, NJ

Bachelor of Arts Game and Interactive Media Design, May 2024
Minor; History & Web Design
GPA: 3.80

SKILLS

Design Skills

- Game design experience in Unreal Engine 4, Godot 4, and Unity
- Level design and blockmesh experience in Unreal Engine 4 and Unity
- Experience using the Aseprite software for 2D pixel art
- Extensive 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

Technical Software

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

PROJECTS | PORTFOLIO: <https://jeremfi.blog/>

Desert Ghost Town Ethnography Project

- Designed ghost town structure using StylyCC software to create an ethnographic narrative of western ghost towns with a 3D flythrough accompanied by a website made with Wix

Asbury Park Virtual Reality Project

- Academic historical research of the Berkeley-Carteret Hotel in the 1980s for an interactive virtual reality experience with narrative explanations in a 3D environment using the Unity game engine

ACTIVITIES AND INVOLVEMENT

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