

JERIMYAH TINSLEY

GAME DESIGNER

CONTACT



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Jerimyah Tinsley

EDUCATION

BACHELOR OF SCIENCE IN GAME DESIGN

Full Sail University 2023 - 2025

PROFILE

Aspiring Game Designer with a passion for creating immersive worlds and telling compelling stories through engaging gameplay mechanics. Proficient in Unreal Engine and Maya, with experience prototyping level designs and implementing AI systems. Dedicated to collaboration and teamwork, always striving for excellence in every project. Eager to apply my skills and creativity as a Level Designer in a professional environment, with long-term aspirations of advancing in the field.

SKILLS

- Unreal Engine
- Maya
- Blender
- Visual Scripting
- Level Design
- Game Mechanics
- Prototyping
- Storyboarding
- Playtesting
- Narrative Design
- Gameplay Programming
- Analytical Skills

- Game Balancing & Tuning
- Problem Solving & Critical
 Thinking
- Attention to Detail
- Collaboration & Teamwork
- Time Management
- Adaptability & Flexibility
- Passion for Gaming
- Ability to Work Under
 Pressure
- Continuous Learning &
 Self-Improvement