

JASON FENNELL

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SUMMARY

I'm a critically acclaimed writer and multidisciplinary game developer with a special focus on simple-yet-scalable gameplay systems. Working on several remote teams has helped me become proficient at writing detailed documentation and taking on multiple roles has forced me to adapt to rapidly changing development scenarios.

One of my most formative experiences as a creative was my time spent studying game design in Japan. While there, I collaborated with Japanese game designers to develop an award-winning arcade game and met with prominent industry figures such as Daisuke Ishiwatari. Overcoming that language barrier forced me to think about communication in new ways and greatly increased my interpersonal abilities.

EDUCATION

DePaul University, Chicago, IL Sep 2021 – March 2025
B.S. in Game Design, Summa Cum Laude GPA – 3.9/4.0
Achievements: 4-year \$100,000 merit scholarship, Dean's List (every term), Honor for Creativity

RELEVANT EXPERIENCE

Lead Game Developer – Sports Media Inc. Apr 2025 – Present

- Directed a team of twelve developers in the creation of the educational Unity game *LexiConQuest*
- Served as the sole programmer as well as the lead gameplay designer of the project
- Conceived and implemented a modular infrastructure which allowed for levels to have randomly-generated elements while still letting designers adjust important parameters manually

College Program Intern – Walt Disney World Resort Aug 2025 – Jan 2026

- Participated in internship-exclusive classes on the history of entertainment and interactive media

Contributing Writer – Multiple Publications June 2023 – July 2025

- Wrote 20+ articles about gaming news for major culture websites like *GameRant* and *The DePaulia*
- Conducted interviews with well-known developers such as Dan Salvato

Playwright & Director – Blue Demon Theatre Nov 2022 – Feb 2025

- Staged a full-length family-friendly comedy at the Greenhouse Theater Center in Chicago, IL
- Directed a cast of 10 and a crew of 18 throughout an intense rehearsal process
- Communicated a cohesive vision with costume, sound, scenic, prop and lighting designers

Level Designer – Team Mechtronics Dec 2023 – June 2024

- Worked with a team of eleven developers to ship an action-adventure game in Unreal Engine
- Designed a large, subway-themed level and took it from a rough sketch to a blockout to a finished product with original models and custom lighting
- Met with my team leads every week to discuss progress and direction

FEATURED GAME PROJECT

Bratricide

- Designed, programmed, playtested, and shipped a solo game project, available to play on itch.io
- Collaborated with a composer to create an original soundtrack for the game
- Strived to appeal to an audience of all ages by using simple control schemes and a colorful art style

SKILLS

- Software:** Unity, Unreal, Adobe Illustrator, Adobe Photoshop, Microsoft Office Suite, Canva, Version Control (Perforce, GitHub, UVCS, Plastic SCM)
- Coding Languages:** C#, JavaScript, Blueprint Visual Scripting (Unreal Engine)