

# Jason Dormier

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## Work Experience:

### Microsoft Games, Turn 10 Studios | Game Play Designer (April 2014 – Current)

- Initially hired for track research, streamlined Photoshop process for current /future research, for creating important research documents for implementation.
- In less than 90 days I was promoted to Gameplay designer for the track team and trained and managed a two person team for track research.
- As a gameplay designer I was responsible for AI performance on track, as well as best route the player should travel around the track.
- Implemented new features for Forza Motorsport 6. I implemented tirewalls on a majority of the tracks to prevent cheating for multiplayer and league play.
- The other feature I played a key role in implementing were puddles to give the track a more dynamic feel when racing.
- Bug finding and solving for Forza Motorsports 5 DLC, Forza Horizon 2, and Forza Motorsports 6.

### Mind Bender Games Internship | Character Artist (September 2013 - December 2013)

- Task to concept 5 Main characters and 5 NPC (Photoshop)
- High resolution sculpt on one of the main character and reduced to 7500 polys with diffuse, normal, and specular maps.

### Freelance Visual Development | Designer (April 2005 – Current)

- 2D illustration and concept design for web layouts, graphic design, environments, props, and characters (Photoshop, Illustrator)
- Wire box and grid layouts for web designs, graphics, and UI elements (Photoshop, Illustrator, InDesign)
- Wrote Actionscript 3.0 code in Flash for advertisement banners and other graphics with animation (Flash)
- Web and UI design html, php, ecommerce sites, static and dynamic (Dreamweaver, Notepad 2)
- Concept strategies and ideation for determining effective graphic and web designs.
- Photo and graphic manipulation and retouching (Photoshop)

## Education:

### Lake Washington Institute of Technology, December 2013

#### Bachelors of Arts Applied Design, December 2015

Current GPA: 3.8

- Designed an interactive OVR demo, showing the power of virtual reality for a more immersive educational experience.
- Dean's list every quarter

#### Associates of Arts Game Design

Cumulative GPA: 3.8

- Retro Rocket Racing Design Lead and first student team to develop/display a game on the Oculus Rift at PAX
- Published work in LWIT's yearly magazine.

Dean's list 4 out of 6 quarters President's list once

### University of Phoenix, April 2010

Associates of Arts Business Management with concentration in marketing

Cumulative GPA:3.5

## Computer Skills:

**Software Knowledge:**

Adobe Photoshop, Adobe Illustrator, Adobe Flash, Adobe Dreamweaver, Adobe InDesign, Adobe Fireworks, Adobe Premiere, Adobe Audition, Word, PowerPoint, Excel, Source Control, TFS

**3D Software Knowledge:**

Zbrush, Maya, 3DS Max, Modo, Sketchup, Cryengine, UDK, Unity, 3D Coat, World Machine, dDo, nDo2, Substance Designer4, Crazybump, xNormal, Sculptris

**Software Language:**

HTML, HTML5, CSS, CSS3, jQuery, JavaScript, Action Script 3, Php, MySQL

**Special Traits:**

- Leadership – collaboration - ingenuity – friendliness – communication – thinking outside the outside box
- Quick adaptation – Strong understanding of team dynamics – strong eye for aesthetics – detail oriented

**Special Interest:**

4 Years Head Coach for Youth Football.

2014-Current Bothell Cougar Junior Football Association

2011-2014 Glacier Peak Junior Football Association

References Furnished up request