

JACOB WHEELER

jacobryanwheeler.com

EDUCATION

Master of Science	Higher Education Administration, <i>New England College, Henniker, NH</i>
Graduate Certificate	Digital Game Development 40 Cr., <i>The Guildhall at Southern Methodist University, TX</i>
Bachelor of Arts	College Student Development, Diversity, and Wellness, <i>Metro State University, St. Paul, MN</i>

HIGHER EDUCATION EXPERIENCE

Dallas College, TX **Aug 2023 – Present**
Registered Adjunct

Instructor, Interactive Simulation & Game Technology

- **Taught students** (4 classes) how to use Unreal Engine 5 (blockouts, terrain tools, asset placement, blueprints, debugging, audio implementation, and character retargeting), as well as, how to problem-solve through information-sourcing, research, playtesting, and iteration
- **Produced 2 game projects** while training students how to simultaneously work on a successful game project together through peer file-sharing with GitHub, team communication standards, and tools such as Miro, ClickUp, and Microsoft Teams
- **Introduced students to game development** careers, game design best practices, and project management methods (scrum, kanban, milestones, leads, pipelines, etc.)

Texas A&M University-Commerce, TX **Nov 2018 – Aug 2020**
Left to further education

Academic Advisor, Mentor Center (College of Education & Human Services)

- **Assisted students in selecting majors, courses, and careers;** met with students on academic suspension; coached students on navigating the website, campus, and personal/financial challenges they face while in school; referred students as appropriate to other departments and the graduate recruiter to boost enrollment and retention
- **Participated in the Campus Advisory Network, New Student Orientations, Peak Registration, and MANE Event;** engaged with students on campus through social media, theater productions, and other events/activities
- **Documented 2,415 student contacts in Salesforce;** developed a formula-heavy Excel workbook to automate processes and minimize human error involved in a specific major; assigned as web content manager

Plymouth State University, NH **Aug 2017 – Apr 2018**
Relocation

Community Director, Residential Life & Dining Services

- **Independently advised 250 first-year residents on a continuous basis (mentored 30+ daily)** in the areas of academic success, career development, life and financial skills, campus engagement, and mental, emotional, and physical health and wellness; referred to other campus departments when appropriate; advised the LGBT Living Learning Community
- **Developed 30+ retention-focused programs** for residents, and the broader campus, while utilizing a community development model, assessment techniques, and systematic budgeting practices; Encouraged community building in the halls, autonomous problem-solving, goal setting, and exploration of skills and interests; facilitated mediations and coached students on conflict resolution
- **Provided leadership for 10 staff members;** exhibited strong verbal communication skills to facilitate weekly staff meetings and one-on-ones; shared duty rotation with 5 Directors; chaired the Diversity Committee; Managed housing operations; established and maintained community standards through floor meetings, digital and print communications, and 10+ conduct hearings a week using a developmental approach

New England College, NH **Aug 2016 – Jul 2017**
Contract ended

Intern, Diversity & Inclusion

- **Used student development theory to administer programs at new student orientation that promoted diversity and inclusion;** designed interactive presentations using Microsoft PowerPoint, handouts, and other visual aids
- **Produced a comprehensive programming budget** for the addition of an LGBT Resource Center

Hall Director, Residential Life & Housing *Contract ended*

- **Cultivated a sense of belonging for 630+ residential students including the First Year Living Learning Community;** individually followed up with students at-risk of failing courses or leaving the institution
- **Collaborated with staff to develop 25+ campus-wide programs, workshops, and trainings** while adhering to a set programming budget; facilitated staff meetings, conduct hearings, mediations, and room inspections/hall closings
- **Co-supervised, evaluated, and hired 10 Resident Assistants** (supported 23 total); participated in duty rotation with 2 other team members; represented the department at new student orientation

HIGHER EDUCATION EXPERIENCE CONT'D

Keene State College, NH

Jan 2017 – May 2017

Intern, Student Involvement

Contract ended

- **Benchmarked student organization recognition policies, procedures, and assessment methods** against 29 institutions
- **Participated in meetings to observe the daily concerns of the Office of Student Involvement** and to see how student activity fees are allocated; staffed the table at the Student Involvement Fair to gain social media interest

Northwestern Health Sciences University, MN

Oct 2015 – Aug 2016

Academic Records & Scheduling Specialist, Student Registrar & Financial Services

Relocation for graduate school

- **Processed add/drop requests and answered general questions pertaining to financial aid, course registration, and graduation** through one-on-one, online, and phone interactions
- **Manually entered 1,700+ student registrations and 850+ course offerings**; collaborated with faculty and administrators to create the academic schedule for the university; served as the Registrar's web content manager
- **Oversaw 1-3 student employees** in the absence of their direct supervisor daily; served on a campus committee

Metropolitan State University, MN

Sep 2013 – Oct 2015

Office Administrative Specialist, College of Health, Community, & Professional Studies

Relocation

- **Worked closely with advisors, faculty, department chairs, and other staff**; advised students in the Prison Education Program; provided pre-advising to students when advisors were unavailable; coordinated First Friday Forums for Psychology Department; attended NACADA livestreams with advisors
- **Supported the Dean by maintaining advising records, academic appeals, and course surveys**, and by developing budget reports, work orders, and documentation for faculty workloads, purchases, and travel expenditures; served as the technology point-person and web content coordinator for the college
- **Directed 2-5 student employees**; collaborated on 4 committees

Registry Specialist, Psychology Department (College of Health, Community, & Professional Studies)

Restructure

- **Processed program applications and evaluated transcripts for a caseload of 200+ practitioners**
- **Indirectly supervised 2 student employees**; modified existing policies and procedures in the department manual
- **Promoted the Minnesota Center for Professional Development program** via tabling

Columbus State Community College, OH

Oct 2011 – Mar 2013

Student Success Specialist, Upward Bound (TRiO)

Contract ended

- **Independently facilitated daily supplemental instruction lessons** to a group of 8 first-year, first-generation college students from low-income families
- **Tracked and monitored academic and behavioral progress for 60+ students**; informed parents, counselors, and instructors of concerns; revamped the student-file system
- **Independently explored scholarships, college options, healthy food choices, and stress management techniques with students**; contributed to the planning, marketing, and execution of 7 programs

Student Office Assistant, Diversity & Study Abroad

Accepted full staff position

- **Assisted in the design, planning, and facilitating of 20+ campus-wide and community outreach programs**
- **Represented the department via tabling to recruit program participants**; designed and distributed marketing materials for all programs; created and maintained social media marketing initiatives on 4 platforms

PUBLICATIONS

"CAKE. A Layered Approach to Level Design & Environmental Storytelling in Video Games,"

Jan 2023

<https://jacobryanwheeler.medium.com/cake-a-layered-approach-to-level-design-in-video-games-f2f81ad5426e>

"Game Level Design: 35 Ways to Guide The Player,"

Mar 2021

<https://jacobryanwheeler.medium.com/game-level-design-35-ways-to-guide-the-player-4bbc324204f4>

SHIPPED GAMES

WORLD DESIGNER, Guildhall | Team of ≈ 30 May 2022 – Dec 2022
Light of Alariya - Single-player | 3D Open-World Exploration | Unreal 5

- Blocked out the Red Sands Cave and whiteboxed combat; co-designed the layout, puzzles, and combat for the Yellow Sands and Black Sands Puzzle Areas and 3 POIs
- Refined the game's characters, story line, objectives, and collectibles on a world-building strike team of 4; modified the terrain and collision volumes in all open world locations
- Prototyped 20+ environmental hazards, combat encounters, and puzzle elements using the materials and blueprint system in Unreal 5; optimized asset collision

LEVEL DESIGNER, Guildhall | Team of ≈ 60 Feb 2022 – May 2022
Hex Rally Racers - Multiplayer | 3D Kart Racer | Unreal 4

- Co-designed the "Shroom Shire" map; implemented track splines, ramps, props, and collision volumes; modified terrain and collision for gameplay and aesthetics
- Scripted and developed functional player traps and weapons with blueprints on a strike team; optimized assets with LOD settings; prototyped sequencer footage

LEVEL DESIGNER, Lunarfall | Team of ≈ 70 May 2021 – Jan 2022
Mollie & Mordecai - Single Player | 3D Puzzle Adventure | Unreal 4

- Solely designed and implemented "The Conservatory" and "Mausoleum" levels; co-designed, implemented, and debugged 8+ other levels
- Directed 10+ quality assurance interns; documented feedback and developer team tasks; collaborated remotely through Discord, GitHub, ClickUp, and Redmine daily

LEVEL DESIGNER, Guildhall | Team of ≈ 40 Feb 2021 – Apr 2021
Snowpainters - Multiplayer | 3D Kart Racer | Unreal 4

- Designed and implemented the vertical slice on a strike team of 4; led a research group of 4 to identify and document risks and mitigations of a procedural tool
- Served as a terrain and collision specialist for the larger project; used terrain tools, collision volumes, and blueprints to solve gameplay problems creatively
- Heavily collaborated with the art and software development teams; reported to leads and used Agile methodologies alongside Jira and Monday

OTHER GAME DESIGN EXPERIENCE 2020 – 2023

LEVEL & QUEST DESIGNER, Personal Projects | ≈ 3 months each

"Grim Repo" - Single Player | *Dying Light* | Dying Light Dev. Tools

"Manny's Best Friend" - Single Player | *Fallout 4* | Creation Kit

"Another Day, Another Dollar" - Single Player | *Dying Light* | Dying Light Dev. Tools

"Racket Brawl" - Single Player | *Fallout 4* | Creation Kit

"Aperture Sciences – Plano" - Single Player | *Half-Life 2* Source (Hammer)

LEAD LEVEL DESIGNER, Richland Gaming | Team of ≈ 40 | 3 months

Project Eclipse, - Single Player | First Person Sci-Fi Horror | Unreal 4

LEVEL DESIGNER, Meddling Kids | Freelancer | 1.5 months

TrickShot, - Multiplayer | 3PS Extreme Sports Shooter | Unreal 4

LEAD DESIGNER, Guildhall | Team of 5 | 3 months

Berry Glider, - Single Player | 2D Vertical Platformer | Unity

LEVEL DESIGNER, Personal Project | 2 months

"Arachna Towers" - Multiplayer | *Unreal Tournament* | Unreal Tournament Editor

PROFESSIONAL ASSOCIATIONS

Member , International Game Developers Association Foundation (IGDAF)	Oct 2023 – Present
Member , International Game Developers Association (IGDA)	May 2023 – Present
Member , Texas Academic Advising Network (TEXAAN)	Dec 2018 – May 2020
Member , National Academic Advising Association (NACADA)	Feb 2018 – May 2020
Member , American College Personnel Association (ACPA)	Sep 2016 – Sep 2017
Member , New England College Personnel Association (NECPA)	Sep 2016 – Sep 2017
Member , Student Affairs Administrators in Higher Education (NASPA)	Apr 2016 – Apr 2017

INSTITUTIONAL SERVICE

Advisor , NEC Role-Playing Association, Student Organization (New England College)	Oct 2016 – May 2017
Member , Chosen Name and Pronoun Committee (Northwestern Health Sciences University)	Oct 2015 – Aug 2016
Member , Community Engagement Committee (Metro State University)	Jan 2014 – Oct 2015
Member , Interdepartmental Learning Committee, (Metro State University)	Feb 2014 – Oct 2015
Member , Culture and Communication Committee, (Metro State University)	Feb 2014 – Oct 2015
Member , Community Climate and Accountability Committee, (Metro State University)	Feb 2014 – Oct 2015