

# JAN ELIJAH PARK

Asunción, Paraguay • (+595) 986 640-398  
[hire@parkjan.com](mailto:hire@parkjan.com) • [parkjan.com](http://parkjan.com)

## PROFILE

Game designer, developer, and problem solver with +3 years of experience working with Unity. He communicates in both technical and visual semantics. Jan is self-motivated, holistic, people-centric, analytical, and very adaptable.

## SKILLS

### Professional Skills

Language fluency (English, Spanish)

Self-motivated and goal oriented  
Professional written and oral skills  
People driven, team player

Lifetime learner and resourceful

### Digital Skills

Adobe Photoshop/ Illustrator  
Affinity Designer / Photo

Unity3D, Godot, Swift  
macOS, Office Suite, Mobile Dev,  
Lua, C#, JavaScript

Project management, Git

## EXPERIENCE

**Team Above**, Game Designer and Programmer Jan 17 – Jun 17  
*Location: Remote*

- Co-developed an adventure game, sold +4000 copies on Steam.
- Game design document, direction, and programming in *Unity3D / C#*.
- UI design, sprite animations in *Photoshop* and *Illustrator*.
- Esoteric Spine script animations implemented into game characters.

**Creative Park**, Web Development & Research Jun 14 – Present  
*Location: Asuncion, Paraguay*

*Built small games for events.* Built websites fast and under a tight budget, track analytics, and define events. Optimized our hosting and web services saving the company around twice as much every year, and opened new work opportunities.

## EDUCATION

**Game Design**, Bachelor of Science (2017)

*Full Sail University (GPA Score: 3.76)*

Highlighted Classes: Game Design, Game Development in Unity 3D, C#, JavaScript, Leadership, Systems Thinking, Building Game Worlds, Building Functional Groups, Mythology, Randomness, Slot Machines, and Character Archetypes.

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