

Jesse Robert Walter

Cell: 650-393-0897 Office: 415-50-GAME1 (415-504-2631)

website: <http://www.waltergallery.com> email address: <mailto:jesse@waltergallery.com>

"What impressed me most about Jesse was his game design sense and his ability to hit the ground running on our project."

Peter Dassenko
Co-Founder/Director of Product Development
Slimstown Studios
(Contract Studio for Universal)



"I can HIGHLY recommend Jesse Walter for any game design position. He is a stellar worker and has been an amazing intern for our company."

Sean Spitzer
Creative Director
Ghost Jack Entertainment US
Part-Time Professor
The Art Institute of California San Francisco



"Jesse is one of the best game designers that I know. I've worked with him on a few projects now. Jesse is hard working, creative, and a good leader."

Jason Pettibone
3D Artist
Sony Bend Studio & GJE



Professional Profile

Passionate about game design, art, and dedicated to supporting a meaningful work environment where we all may thrive to achieve dreams and goals. Skilled in the art of game development, training development, technology, and inspirational.

Education, Honors, and Certifications

Bachelor of Science Game Art and Design (CGPA 3.7 Honors)
The Art Institutes of California San Francisco 2012
Alpha Beta Kappa National Honor Society Member

Associates of Science Computer Science (Honors)
San Joaquin Delta College 2009

Associates of Arts Computer & Information Science (Honors)
San Joaquin Delta College 2009

Key Qualifications

B.S. Game Art and Design from The Art Institutes of California.

Game Design Instructor ([Unreal Engine](#)) for Internal Drive Gaming Academy at Stanford University. Instruct, develop curriculum, exercises, and projects for students.

3D Modeling Instructor ([Maya](#)) for Internal Drive Gaming Academy at Stanford University. Instruct, develop curriculum, exercises, and projects for students.

Published Professional Experience in the gaming industry.

Three published titles:

- **"Chucky: Slash and Dash"** (Slimstown Studios and Universal) [Available for iOS on the Apple Store](#) (Developed in Unity 3D)
- **"Gravi"** (Hash Bang Games) Available via [Steam](#) and [Desura](#) for PC, Mac, Linux, and the Ouya Console. (Developed in Unity 3D)
- **Werewolf: The Full Moon** (card game available at: <https://www.thegamecrafter.com/games/werewolf-the-full-moon>)

Technical Trainer and Systems Administration

Over ten years of providing technical and software trainings for staff with classes ranging from one on one and up to a one hundred people. Developing curriculum, trainings for software, technical writing, administration, digital and written documentation.

Working with Youth

Ten years as Chapter Advisor for the Masonic youth organization: International Order of DeMolay. Lead Advisor for Lodi Chapter. Chartered the re-establishment of Huntington Beach Chapter. Providing business leadership and life skills for the youth.

Other Certifications

CPR and AED - Adult/Child/Infant
American Heart Association February 2013 – February 2015

First Aid

American Heart Association February 2013 – February 2015

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"Jesse is a visionary for our chapter..."

Douglas Martin DDS
former advisor Lodi Chapter
International Order of DeMolay



"He is very creative, has a great work ethic and just all around good guy to work with. While having skills in game design, he has a very good technical background, which really helped bridge the gap between the artists/ designers and the programmers on our projects."

James Chapman
G.J.E. Game Programmer
Sony Q.A.



"If there is a problem, Jesse works tirelessly to problem solve the issue."

Laura Rogers
Adjunct Instructor at University of
Southern California



Employment

Visa Innovation Labs – San Francisco, CA

(May 2014 - Present)

Production Artist – Unity Developer

- 3D Modeling, Art, World Building, Animation, Video Editing, Scripting in Unity3D for the Technology Incubator (R&D). Working with new and emerging technologies.
- Public articles about the lab which gives insight on my work:
<http://www.businesswire.com/news/home/20140716005925/en/Visa-Opens-San-Francisco-Technology-Center-Advance#.U8cLCKNIDFo>
<http://www.bloomberg.com/news/2014-10-02/visa-fends-off-usurpers-by-joining-apple-in-pay-system.html>
<http://www.lostnoteproductions.com/new-blog/2014/9/5/mercedes-benz-research-development-visa-and-dpr-construction>
<http://bankinnovation.net/2014/08/visa-digital-focused-on-partnerships-acquiring-tech-talent/>
<https://www.bisnow.com/archives/newsletter/san-francisco/2320-visas-cool-new-digsmdashand-vision/>
<http://www.adweek.com/news/technology/visas-innovation-lab-lets-brands-play-digital-payments-161592>
<https://www.innovationleader.com/why-visa-built-a-new-innovation-center-focused-on-digital-payments/>

Spheric Security Solutions – Los Gatos, CA

(Nov. 2013 - April 2014)

Product Development Lead

- Bridge between Spheric and contracted development team for gamification of product to be operated on the sphericsecurity.com website
- Provide leadership and execution to bring the website and product integration to completion
- Provide technical input on the overall look and feel of website, including layout of icons, menus, interactive behavior
- Help on setup of theme for website, including custom 2D and 3D artwork
- Customize text and animation
- Create test directory on webserver
- Examine backend options Parse, SQL, ensuring the site backend properly supports the site front end, thereby providing an rich and reliable user experience
- Perform other work to bring the website and product functionality to full functionality and high performance

iD Gaming Academy – Stanford University

(June 2013 - Sept. 2013)

Instructor – Teaching the following courses:

- Game Design and level design with the Unreal Engine with emphasis on game play and game flow.
- 3D Modeling using Maya, with texturing and material creation. Importing models into the game engine.
- Other duties include portfolio creation. Ensuring students obtained mile stones and end goals. High level (Kismet) programming.

Slimstown Studios, Inc: Chucky: Slash & Dash

(Nov. 2012 - June 2013)

Animator and Rigger

- Character rigging.
- Character Geometry Repairing
- Character animations.
- Storyboarding and designing special attacks.
- Export characters animations from Maya & import into Unity. Creating prefabs and packages.
- Quality Assurance and Game Testing

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“What truly makes Jesse unique amongst his peers is that he has a deep burning fire in his belly which drives him to be successful. That isn't something that can be taught, you either have it or you don't.”

David Chase
Health and Safety Specialist
Airgas
former advisor Lodi Chapter
International Order of DeMolay



Airgas

“Jesse Walter is one of the few ambitious people I know today. He always puts in the extra effort in his work ... an awesome game designer, and pleasure to be around.”

Cory Carnemolla
Animator/Camera Operator
Matt G Production
A.i. Alumni



“Jesse was always very supportive in leadership roles, encouraging team members to use their strengths to accomplish tasks and taking time to listen to our concerns.”

Cherise Wilson
Game Designer –TreSensa



Hash Bang Games : [Gravi \(link to official video\)](#)

(March 2013 - April 2013)

Contract Programmer

- Debug the game's C# code
- Develop new C# code
- Work with Game Designer and Lead Programmer to debug Unity levels prior to release.

Gravi was developed for the following platforms: Windows, Mac, and Linux and Ouya Console

Ghost Jack Entertainment: [Fist Full Of Magic: Chaos War](#)

(Jan. 2012 - Nov. 2012)

Game Design Lead/Internship – Alpha version of FFM:CW

FFM:CW was announced and demonstrated at the **2012 New York Comic Con**.

- Manage the design team interns.
- Drafted the venture capitalist document.
- Design game mechanics, dynamics, systems, features; game content, monetization content and tune game play parameters.
- Work with the Creative Director, Producer, programmers (some C# programming in tandem with programmers), and artists to oversee the implementation of new features and systems.
- Created design documents, drawings, diagrams, flowcharts, spreadsheets and content plans necessary to communicate design functionality and creative vision.
- Ensure that game play and balance corresponds to the desired game flow and dynamics.

Felidae: Unity 3D Game Project: [Puma Wild](#)

(Sept. 2012 – Nov. 2012)

Game Designer - Intern - Assisting the Development Director in the design of a fun and engaging game which promotes awareness and interest in an effort to protect felid species in natural habitats. **(Currently in Development)**

Responsibilities include:

- Concept work for user interface and heads up display designs.
- Game Design Documentation
- Game Play Design
- Concept Level Design
- Importing 3D assets
- Rendering 2D assets from 3D assets
- Working within the Unity3D game engine

Senior Project: Unity 3D Game Project: [Arena Of The Gods](#)

(June 2011 - March 2012)

Game Document Editor - Managed, wrote, and edited the game [document](#). (Adobe Creative Suite)

Game Design Lead - Promoted to role of Lead. Collaborated with team to generate game flow and mechanics. Managed, organized, and communicated with team members on project needs.

Game Prototype Senior Project (Unity 3D): [After School Special](#) *(Oct. 2011 - March 2012)*

Game Design Lead – Worked in a collaborative team environment to generate ideas on game flow and mechanics. Managed, organized, and communicated with team members on project needs. Assisted in a production lead role.

[Werewolf: Strategy Card Game \(Flat Book Link\) \(Website Link\)](#)

(Published 2015)

Designer and Team Lead – Managed, organized, and communicated with team members to ensure project progressed to meet the required scheduled deadlines. Developed core game mechanics and produced art.

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Stellar Invasions: The Arcade Style Video Game

(December 2011)

Independent Developer - Developed side scrolling space shooter game in Unity3D (Javascripting)

Stellar Invasions: Strategy Card Game

Independent Developer – Developed mechanics, rules, layout, and art for this multiplayer sci-fi space game.

OTHER WORK EXPERIENCE (THE LAST 6.5 YEARS OF A TOTAL OF 15 YEARS IN TECHNOLOGY)

Victor Community Support Services: Information Systems Technician (Jan. 2003 - June 2009)

Systems Administration, Programming, and Project Management.

Assessed and analyzed requirements for multiple project needs including but not limited to:

- Project Budgets
- Equipment Procurement
- Projected schedules for project timeline requirements.
- Created highly detailed documentation
- Created and maintained staff training sessions for all impacting software or hardware changes
- Windows 2000, 2003, 2008 server/network support & user support
- Virtual Server installation and support
- Telecommunications: Mitel phone system, PBX, Voicemail server management, Traditional & I.P. Phones
- VB Programming and Database Development
- HTML/CSS Website Design

Professional and Other Affiliations

Alpha Beta Kappa National Honor Society
San Francisco Game Developers
Morning Star Lodge of Free and Accepted Masons
Scottish Rite, York Rite
Ben Ali Shriners
Ancient Egyptian Order of Sciots: Pyramid No. 5 (Past President [Toparch])
International Order of DeMolay (Past President [PMC] and 10 years as Chapter Advisor)
Guild Master of several gaming guilds.

MISCELLANEOUS DOCUMENTS:

<http://waltergallery.com/documents/>

Flash Animation

Flat Book

(created with InDesign and Photoshop)

Design Document for Arena of the Gods

(created with InDesign and Photoshop)

Storyboarding Examples

Python Programming for Maya Example:

<http://www.youtube.com/watch?v=EoDaFUajHXE&feature=share&list=TL1jyEmvt0oUY>

Random Planets are created from a range of 1 to 12.

With each planet, a random range of moons are created.

Each planet and each moon receive a random set of materials with consideration of the location of the planet. Each planet and moon spin on it's on axis and rotates in orbit around its parent body. Particles are generated for the sun.

“At the time I worked with Jesse he was in charge of information technology at the VCSS Stockton Office. I always found him to be willing to assist staff and he offered a creative and effective approach to problem solving.”

Rosanne Christie, Ed.D., MFT
Contract MediCal Auditor, VCSS



“On top of these great qualities he adds a strong sense of design, art and technology and knowledge of the game - gamer relationship which give him the necessary skill set to create unique intriguing gameplay scenarios.”

Razvan Luta
3D Artist
KIXEYE



“Jesse is a strong, highly committed and motivated artist of quality that is also a delight to work with.”

Ruth Block, MFA
Artist InterActive Video
Productions
Faculty, AICASF

