

Jesse Robert Walter

Cell: 650-393-0897 • Portfolio: <http://www.waltergallery.com> • email: jesse@waltergallery.com

SKILLS

Leadership
Mentoring and Teaching
Research and Innovation
Project Management
Game Design
Level Design
Systems Design
Communication
Behavior Management
U.I./UX
Wire Framing
Documentation
Analytical Skills
Problem Solving
3D & 2D Art
3D Animation & Rigging
Scripting

EDUCATION

B.S. Game Art and Design
National Honors
The Art Institutes

A.S. Computer Science
A.A. Computer & Information
San Joaquin Delta College

TECHNICAL PROFICIENCY

Mac & PC OS,
Network/Systems Administration,
Visual Basic, C#, Python,
Microsoft/Mac applications,
Unity 3D, Unreal Engine, UDK,
Kismet, Blue Print, Matinee,
PhotoShop, Maya, After Effects,
Crazy Bump, Substance,
In-Design, MS Word, Excel,
iOS SDK, Android SDK

PUBLISHED WORK

Video Games:

[Chucky: Slash and Dash](#)
[Gravi](#)

Card Games:

[Werewolf: The Full Moon](#)

Apps on Google Play

Professional Overview

Over fifteen years of proven technology leadership within non-profit, private sector, government, and entertainment industries. Leading creative and technical teams to surpass business and client expectations within project and timeline requirements. Utilizes scrum/agile based project management style to harness and promote the talent of team members. Creates and maintains highly detailed documentation of schedules, budgets, and project planning. Experienced with scheduling, vendor relations, procurement of staff, equipment, training development, and processes. Leads and bridges communication between executive, engineering, tech, art, and design teams.

Professional Experience

Innovation 3D Artist and Designer, Innovation Lab – VISA

May 2014 - March 2015

Led 3D Artists with Maya, Unity Engine, Metaio and other gaming software. Collaborated with leadership and engineers to further research, development, and UX design of immersive experiences for clients and partners. Created interactive Visa subject-matter experiences with experts to explore new products and technologies that advance the payment experience in areas such as mobile, security and cloud-based technologies. The space has been designed to encourage dynamic interaction and real-time experimentation with aid of game technology, Virtual Reality, Augmented Reality, and Projection Mapping. Developed motion graphics, 3D visualizations, 3D presentations and experiences for executives, politicians, governmental personnel, and clients from around the world.

Product Development Lead (supervisor), Cyber Security Tech Start Up - Spheric Security

Nov. 2013 - April 2014

Procured (hired and fired) and Led development contract team of programmers, designers, and an artists, to develop a gamified prototype of Spheric Security's Cyber Security software, with focus on UX Design. Provided leadership, communication and execution on projects in line with the executive leadership's expectations. Led weekly agile/SCRUM meetings with development team driving the artistic and technical design of User Experience in conjunction with the CEO's vision. Reviewed technical specs for potential back-end and front-end technologies.

Instructor, Game Design and 3D Modeling - iD Gaming Academy – Stanford University

June 2013 - Sept. 2013

Taught Game Design, Level Design, and high level (Kismet) programming with the Unreal Engine with emphasis on game play and game flow. Taught 3D Modeling, texturing and material creation with Maya. Importing models into the game engine. Taught portfolio creation and ensured students obtained mile stones while making the connections between the real world and games. Provided understanding of interactive player behaviors, pacing, game play, story, systems as well as building mechanics.

Character Animator and Rigger, "[Chucky: Slash and Dash](#)" for iOS - Slimstown Studios, Inc.

Nov. 2012 - Nov. 2013

Produced character rigging [Maya], Character animations [Maya and Unity's Mecanim], Storyboarding and designing special attacks. Export characters animations from Maya and imported into Unity. Created Unity prefabs and packages. Q.A and Game Testing.

C# Programmer, "[Gravi](#)" for Mac, Linux, PC, and OUYA console - Hash Bang Games,

March 2013 - April 2013

Developed C# code for Unity. Collaborate with lead game designer, lead programmer, and CEO to debug Unity levels prior to release.

Jesse Robert Walter

Cell: 650-393-0897 • Portfolio: <http://www.waltergallery.com> • email: jesse@waltergallery.com

SUPPORTING PUBLICATIONS

Business Wire

[Visa Opens San Francisco Technology Center to Advance Innovation in Payments](#)

Bloomberg

[Visa Fends Off Usurpers by Joining Apple in Pay System](#)

Lost Note Productions

[Lost Note films at Mercedes-Benz Research & Development, VISA, and DPR Construction](#)

Bank Innovation

[Visa Digital Focused on Partnerships, Acquiring Tech Talent](#)

BisNow

[Visa's Cool New Digs—and Vision](#)

Ad Week

[Visa's Innovation Lab Lets Brands Play With Digital Payments Returns to San Francisco roots with technology](#)

Innovation Leader

[Why Visa set up new innovation lab focused on digital payments](#)

Game Designer Intern, "Fist Full OF Magic: Chaos War" - Ghost Jack Entertainment
Jan. 2012 - Nov. 2012

Game Designer Intern, Felidae: Puma Wild - Felidae Conservation Fund
Sept. 2012 – Nov. 2012

Lead Game Designer for two Senior Projects - Art Institutes of California San Francisco
June 2011 - March 2012
Attended school full time at A.i.
June 2009 - June 2012

Other Work Experience

Includes over 10 years of Project Management in Technology working in government, non-profit, and private sectors.

Victor Community Support Services, Human Services Agency, MAI Systems, US Print, Triptych CD

Professional, Volunteering, & 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
A.E.O.S: No. 5 (**Past President [Toparch] and Board Member**)
International Order of DeMolay (**Past President [PMC]** and 10 years as **Chapter Advisor**)
Guild Master of several gaming guilds

ACHIEVEMENTS

- Awarded Alpha Beta Kappa National Honor Society
- Graduated with Honors (B.S. A.S. and A.A.)
- 27 Awards in Photography
- Nominated Co-Chairman of CalWORKS Consortium in 1998
- P.M.C. Award
- *Awards in Athletics and Chorus*

References:

Jason Pettibone (Environment Artist at Sony Bend Studios)
Cell Number: **925-786-8302** email: jasonpettibone@gmail.com

Karen Windus (Engineering Lead at VISA)
Cell Number: **206-940-0133** email: kwindus@gmail.com

Peter Dassenko (Director of Product Development Slimstown Studios)
Cell Number: **650-265-8498** email: peter.dassenko@gmail.com

Jessica Brunk (iD Gaming Academy Regional Manager)
Cell Number: **408-898-7135** email: jbrunk@internaldrive.com

William Hughes (Colleague/Creative Director Big Fish Games)
Cell Number: **916-895-0265** email: logonhughes@msn.com