

John L Church

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EXPERIENCE

Fat Bomb Studio, Remote — *Contract Developer*

March 2016 - PRESENT

Worked on and released two games on steam called Light Bearers and Light Bearers 2. Designed and implemented several levels, systems, and cosmetics for the game. As one of a very small team it allows me to “wear multiple hats” and really understand the importance of each part of a pipeline. Utilized Unreal Engine, Blender, Visual Studio and other digital tools.

New Mexico State University, Las Cruces, New Mexico – *Program Coordinator*

September 2017 - April 2022

In charge of creating new technology based curriculum focusing on game design in education using Unreal Engine. Developed learning paths for both art/design and programming. Other responsibilities included purchasing and budget, training and onboarding new teachers and employees, and maintaining equipment and software.

DACC, NMSU-Grants, UNM , Onsite/Remote — *Adjunct Professor*

October 2012 - 2015

Taught several game design focused courses utilizing Unreal Engine 3, and then UE4 once that released. Several of the art focused classes used Maya or 3DS max depending on the topic. Had to teach the importance of level design and emphasis on broken or overpowered mechanics do not equal fun.

EDUCATION

New Mexico State University — *Associate of Applied Science in Creative Media Technology*

SKILLS

Programming

- C++
- Python
- C#

Game Design

VR Design with Arch Vis

Video Editing

Web Creation

SOFTWARE

Visual Studio

Unreal Engine

Godot

Blender

Maya

Substance Painter/Designer

DaVinci Resolve

Perforce

MS Office Suite

References Available With Request