

TIMOTHY JESKE

GAME DESIGNER

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OBJECTIVE

Game design professional with 5+ years of experience, bringing a disciplined and strategic approach from a USAF background. Proficient in Unreal and Unity engines, with expertise in Blueprints and C#. A collaborative leader who thrives in fast-paced environments, driving innovation and teamwork to deliver polished gameplay experiences.

EXPERIENCE

August 2025 - Present

Game Design Mentor Scout House

- Design and host game design and pre-production workshops.
- Design and host worlds creator academies.
- Design new creator learning pathways.

October 2023 – October 2024

Game Design Intern Zygot Studio

- Designed and developed level hazards, UI elements, and player interactions.
- Integrated button customization systems, refining user experience.
- Developed and polished boss encounters and ambient features.

PROJECTS

Sluggerpunk Zygot Studio 10/2023 – 10/2024

- Designed level hazards and developed UI elements.


Mythology Mayhem Zygot Studio 06/2024 – 09/2024

- Optimized scripts and polished levels.

Gallery of Greed Full Sail 07/2024 – 08/2024

- Lead Programmer (Blueprints) & Technical Designer.

REFERENCES

John Weland  john.weland@gmail.com  830-312-626

EDUCATION

MS Game Design

Full Sail University 4.0 GPA

Valedictorian

BS Information Technology

American Military University 3.9 GPA

Summa Cum Laude

KEY SKILLS

- GAME DESIGN
- SYSTEM DESIGN
- TECHNICAL SCRIPTING
- GAMEPLAY MECHANICS
- TECHNICAL WRITING
- QUALITY ASSURANCE
- UNITY
- UNREAL
- JIRA
- GITHUB

AWARDS

- AIR FORCE ACHIEVEMENT MEDAL