

Jason Castleberry

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Summary

Entry-level professional passionate about games and people, dedicated to doing what he can to foster a healthy work environment with effective, timely communication and empathetic collaboration.

Relevant Skills

- Agile Methodologies
- Unreal Engine and Unity Engine Proficiency
- Microsoft Excel Proficiency
- Adobe Creative Cloud
- Attention to Detail
- Organizational skills
- Excellent Written Communication Skills
- Initiative and Proactivity

Projects

Awake (Senior Capstone Project)

September 2021 – March 2022

Team Awake

- Operated as a member of the development team, focusing on mechanic prototyping and general design.
- As development progressed, took the position of “Scrum-master,” holding weekly stand-up meetings to analyze the previous weekly sprint and set-up the following weekly sprint, helping to anticipate any bottlenecks between departments.
- As Team Awake made the final push towards a Steam release, helped to finalize our registration and get our game into early access.

City of Decatur Bicentennial (SCAD Pro x City of Decatur)

January 2023 – March 2023

Production Team

- Operated as a member of the Production Team, being in close contact with City of Decatur leadership.
- Helped build connections with recording locations and the people within the City of Decatur.
- Coordinated audio recording dates with the sound team, and helped organize all audio logs for the “200 Audio Stories.”

Campus Leadership Experience

Vice-President

SCAD Atlanta Actors Collective

September 2020 - June 2021

- Managed roster of students, organized fundraisers and worked with the president to set curriculum for exercises.
- Connected casting agents for the year’s thesis projects with potential, in-house actors, trying to streamline the process for both parties.

Education

Bachelor of Arts in Interactive Design and Game Development; Minor in Film and Television

Savannah College of Art and Design

March 2023