

William Alan Jeffery

game(r) design

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Education

Michigan State University - East Lansing, MI | August 2013 – Present

- Pursuing Master's Degree in Human-Computer Interaction
- Certificate in Serious Games
- Expected Graduation in Spring 2015
- Instructing Game Design and Development Course TC 455

Michigan State University - East Lansing, MI | August 2009 – May 2012

- Bachelor of Arts in Media Arts and Technology
- Game Design and Development Specialization
- GPA: 3.85 / 4.0 - Honors Graduate

Macomb Community College - Warren, MI | September 2007 – May 2009

- GPA: 3.9 / 4.0

Employment Experience

Michigan State University G.E.L. Lab (Games for Entertainment and Learning)

Game Designer - Manager - Producer

East Lansing, MI | Sep 2011 – January 2013 | July 2013 – Present

- Design educational and informative video games for professional clients through Michigan State University
- Created a drivers safety simulation game for the Ford Driving Skills for Life Foundation
- Developed the highly successful iOS game Grumpy Snowmen that accumulated over 40,000 downloads

Michigan State University Media Summer Camps

Assistant Instructor and Overnight Chaperone

East Lansing, MI | July 2012 | July 2013

- Assisted the instruction of high-school and middle-school students in an accelerated game design program
- Developed a cloud-based attendance system for use in Media Summer Camps

Michigan State University

Visiting Instructor

East Lansing, MI | August 2012 – January 2013

- Co-instructed game design courses TC 445 and TC 497 with Associate Professor Brian Winn

Skills and Experience

- Extensive Knowledge of the Unity 3D Game Engine
- Team Management, Production and Leadership Experience
- 9 Completed Digital and Non-Digital Games
- Instruction of College Level Game Design & Development Courses

