

WILLJEFFERY

GAME DESIGNER / PRODUCER

PORTFOLIO

www.willjeffery.com 
williamalanjeffery@gmail.com 
1.586.552.3719 

SKILLS



UNITY



PROJECT
MANAGEMENT



PHOTOSHOP



UI/UX



VIDEO EDITING



CURRICULUM
DEVELOPMENT



C#



SERIOUS
GAME DESIGN

EXPERIENCE

5 + Years' Experience and 12 + Shipped Games

Academic Specialist and Instructor 2013 – Present

Department of Media and Information - Michigan State University, East Lansing, MI

- Instructor of six different courses in the Game Design and Development Minor.
- Developed new curriculum with a focus in game design, game mechanics and pre-production.
- Mentoring of student groups, facilitating their transition from students to industry professionals.
- Contributed to idea generation, instruction and course mapping for a minor consistently ranked as a top 10 program by the Princeton Review.

Lab Manager and Producer 2013 – Present

Games for Entertainment and Learning Lab - Michigan State University, East Lansing, MI

- Lead designer and producer on 8+ shipped games and research projects.
- Developed the world's first 12-person action arcade game "Plunder Panic."
- Responsibilities include production, project management, game design, equipment management, research, team development, employee hiring, client communications, proposal writing and website management.

Curriculum Director and Instructor 2013 – Present

Media Summer Camps - Michigan State University, East Lansing, MI

- Developed game design and development focused curriculum for middle and high school students.
- Responsibilities include staffing of instructors, job training, course instruction and content development.

AWARDS

- The Audience Choice Award for "Plunder Panic" – IndieCade 2017
- Outstanding Master's Student Producer – MSU Department of Media and Information 2015
- People's Choice Award for Non-Digital Game "We've Got Issues" – Meaningful Play 2014
- Best Student Created Non-Digital Game Award for "We've Got Issues" – Meaningful Play 2014
- Outstanding Master's Student Producer – MSU Department of Media and Information 2014

EDUCATION

MASTER OF ARTS

Human Computer Interaction (4.00)Certificate in Serious Game Design

Michigan State University - 2015

BACHELOR OF ARTS

Media Arts and Technology (3.85)Specialization in Game Design and Development

Michigan State University - 2012