

John Stoffelen

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Portfolio: johnstoffelen.com

EDUCATION

George Mason University

Bachelors of Fine Arts Computer Game Design

Graduation June, 2016

GPA 3.46

Northern Virginia Community College

Associate in General Studies, Minor in Science

Graduation June, 2013

SOFTWARE SKILLS

- 3D Software/Art
 - 3DS Max, Adobe Photoshop, ZBrush, Blender, Substance Painter.
- Game Engines
 - Unity, Unreal Development Kit
- Application
 - Microsoft Office, Microsoft Excel

RELATED EXPERIENCE

ZeniMax Media INC.

May, 2017 – Present

Quality Assurance Tester

- Ran test requests and identified game issues.
- Tested issues for verification process.
- Managed issue information in bug tracking software.
- Provided feedback on gameplay related issues.

Digital Kidz

June, 2015 – May, 2017

Instructor

- Taught game design to children from ages 12-16
- Taught 3D model creation
- Taught introduction to programming with C#

Spirit Production LLC

Regional Manager

2014

- Oversaw daily activities of 36 camps, including administration and quality control

Assistant Director

2012 - 2013

- Managed safety, activity creation, and show direction

Naval Research Lab Senior Project

Spring 2015

- In Charge of final edits and quality of 3D models
- Programmed Drone Controls and enemy ship AI