

Jacob Sefranek

jsefranekbusiness@gmail.com

Education:

- Graduated Oswego High School with **3.4 Average GPA** (2018)
 - Graduated from University of Wisconsin Whitewater (May 2022)
 - **Major:** MAGD (Media Arts Game Development)
 - **Minor:** Computer Science
 - **3.6 Average GPA**
 - *(Cum Laude 'Honors')*
 - **Major Art Classes Taken:**
 - **2-Dimensional Design**
 - **Motion Graphics Animation Studio**
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Technical Skills:

- *Photoshop*
 - *After Effects*
 - *Krita*
 - *Aseprite*
 - *Adobe Animate*
 - *Philosophy/Critical Thinking*
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Work Experience:

- 6 months experience working at Costco Wholesale as a part-time cashier assistant.
 - Game development experience through game jams
 - “Natural” Selection (Artist - All Art using MagicaVoxel Software)
 - Metal Miners (Artist)
 - Faldihl (Artist - Animator, Character Designer, Tile Designer)
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Summary

I am an artist that is passionate to learn and experience new ideas. I've experienced most fields of art such as 2D Animation, 2D Pixel Animation, Line Art, Concept Art and Design, etc. I have worked on game jams for art mostly, but I'm familiar with coding as well if the knowledge is needed. Any extra information regarding said projects can be found on my 'itch.io' and 'artstation'. I also have an alias that I will link down below as well.

Links:

- <https://jake-sefranek.itch.io/>
- <https://www.artstation.com/jakesefranek>
- <https://linktr.ee/jakers600>
- <https://www.linkedin.com/in/jacob-sefranek-3483a8240/>