

JACOB TREECE

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ABOUT ME

I am a very detail-oriented person with a passion for creation that continues to grow! I have been making art my entire life, exploring many avenues to express myself in a variety of medium. My work in the game industry has strengthened my skills as a team player and a leader in ensuring our goal is met by the desired deadline.

Titles Worked:

FORTNITE

**UNANNOUNCED
UBISOFT TITLE**

EMPLOYMENT



APR 2019
-AUG 2020

QA Tester: Perform daily tasks testing the functionality and stability of Fortnite through team-building test cases. Working with the Creative and Battle Royale team, my colleagues and I test to ensure a multitude of settings, devices, and assets are ready for consumer use.

References: Team Lead: Brandon Cole Hiring Manager: Tristan Allen



OCT 2020
-PRESENT

QC Dev Tester: Test developer changes and fixes to verify their stability before they are submitted into the main pipeline code of the game. Inspect assets in-engine to determine if they meet the level of quality our team set for our validation process.

References: Senior QC: Geoffrey Goff QC Dev Lead: Beau Norris

SKILLS

- Leadership experience (6+ months) heading test cases as a pod lead to promote effective testing
- Great eye for detail (10+ years) experience in traditional art and composition
- High School and College course experience in drawing, painting, sculpting, and 3D applications
- Clear and concise communication with coworkers to create an efficient and friendly environment
- Fast learner with new software, work flow changes, and company culture
- Encourage constructive criticism and feedback to stimulate healthy growth in work ethic and communication

PRACTICAL EXPERIENCE

Pen & Ink

- Extensive experience in inking detail from construction lines, as well as in a variety of styles

Graphite & Colored Pencil

- Prominent experience in pressure control, light value, and color balance

Watercolor / Acrylic / Oil

- Moderate experience painting landscapes, still lifes, inks, and sculptures

Photoshop

- Moderate experience in digital drawing, painting, and photo editing tools

EDUCATION

- Wake Technical Community College
- Associates Degree of Applied Science in Simulation and Game Development with Dean's list academic standing.
- Focus: Art and 3D modeling*

Graduation Date:
**DEC
2017**

HONORS AND AWARDS

- Advanced Placement Studio Art score of 4/5 for 2D Design, on CollegeBoard.org
- Inducted member of the National Society of Leadership and Success