



Jack Rafacz

Junior Level Designer / Game Designer

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I am a junior level designer / game designer looking to progress my skill set. I have experience creating work under deadlines, working with teams, and working in a professional manner.

SOFTWARE KNOWLEDGE

- Unreal Engine
- Unity
- Adobe Photoshop & Premiere
- Substance Painter & Designer
- Autodesk Maya

INDUSTRY SKILLS

- Able to follow guidelines
- Understanding of design principles
- Ability to adhere to workflow procedures
- Willing to move to new software
- Ability to make quick sketches
- Experienced with working in teams
- Reliable under deadlines
- Coordinating with groups on designs
- Ability to interpret others' ideas

PROFESSIONAL EXPERIENCE

Princess Auto – Night Receiving Team, 2022 – 2023

- placed stock on shelves
- aided guests in finding product

Canadian Tire – Receiving & Warehouse Worker, 2019

- worked with a small team to unload trucks
- organized stock room, located and safely stored overstock
- assisted in delivery of customer merchandise

E.S. On the Go Roofing – Cleanup & General Laborer, 2018

- cleaned up work area to ensure safe work environment

EDUCATION

Father Michael Goetz Secondary School 2013 – 2017

Ontario Tech University 2017 – 2019

Durham College 2019 – 2022, 2023 - Present

- working towards an advanced diploma

EXTRA-CURRICULAR EXPERIENCE

The Open Door – Volunteer, 2017

- stocked food on backroom shelves
- handed out food to individuals who came to food bank

UOIT/DC Esports Club – Club Member, 2017 – 2019

- followed strict deadlines
- worked as a team towards a goal