

## Jayson Wilkolaski

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### SUMMARY / OBJECTIVE

Aspiring **3D Artist & Narrative Designer** pursuing a B.A./B.S. in Game Design at George Mason University. Experienced with **Blender** modeling, **PBR workflows**, **GDDs**, and narrative design. Seeking an internship to apply technical and creative skills.

### RELEVANT PROJECTS & COURSEWORK

**Reinforced Metal Bat - 3D Prop Modeling (Blender)** *Senior Game Design Capstone | Fall, 2025*

- Created high-fidelity asset with clean topology, optimized textures, and technical quality that exceeded group project requirements.
- Modeled the asset with optimization in mind, focusing on clean topology and efficient use of materials and UV space.

**Creative Narrative: "The Flower Vendor" - Short Story** *Spanish 1 (Northumberland High School) | Spring, 2019*

- Wrote a symbolic short narrative exploring character-driven themes and communication through color symbolism.
- The story was subsequently translated into Spanish, demonstrating language exposure and initiative.

### EDUCATION

**Bachelor of Arts/Science in Game Design** | George Mason University | Fairfax, VA *Expected Graduation: May, 2026* | Relevant Coursework: Game Design, Game Programming, 3D Modeling & Animation, Interactive Media, Technical Writing.

**Advanced Diploma** | Northumberland High School | Northumberland, VA *Graduated: May, 2023*

### KEY SKILLS

**Art Pipeline:** Blender, Substance Painter Familiar, Adobe Photoshop, PBR Workflow, UV Mapping, Low-Poly Modeling. **Design & Writing:** Game Design Documents (GDD), Narrative Design, World-Building, Technical Documentation, Creative Writing, Spanish Foundational. **Technical & Engines:** Unity Foundational, Unreal Engine 5 Familiar, C# Foundational, Python Basic, Git/GitHub, Agile Methodology Exposure.