

# Chase Jones

Chicago, IL 60613 | 757-818-5693 | cjone174@depaul.edu

## PROFESSIONAL SUMMARY

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As a DePaul graduate student, I have contributed to impactful research, led projects in a design studio, and developed games with innovative mechanics. I have represented projects at conferences, worked across the game production pipeline, and presented research at symposiums. I'm hoping to continue working as a game designer and programmer, whether in the VR space or otherwise.

## EDUCATION

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**Master of Fine Arts, Game Design** **March 2025**  
DePaul University, Chicago, IL

**Bachelor of Science, Computer Science** **May 2021**  
College of William & Mary, Williamsburg, VA

- Double-Major with Gender, Sexuality, & Women's Studies
- 3.84/4.00 GPA, Summa Cum Laude

## SKILLS

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### Technical:

- Programming Languages: C++, C, Java, Python, C#, JavaScript
- Game Development Tools: Unity, Unreal Engine, GameMaker, Bitsy
- Virtual Reality & Augmented Reality: Experience with VR and AR development, including systems design and playtesting in Unity
- Web Design & Development: Proficient in HTML, CSS; experienced with Squarespace, WordPress, and React

### Design & User Experience:

- UI/UX Design: Skilled in prototype development, creating user flow mockups, and conducting user research and evaluation
- Typesetting and Document Design: LaTeX, Apple Pages, Microsoft Word

## WORK EXPERIENCE

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**Intern - Jury Management, Indiecade** **January 2024 - Present**

- Collaborate directly with director to update jury management processes using JavaScript, Google Forms, and Google Apps Script, improving efficiency and accuracy

- Act as liaison for DePaul through DePaul Game Dev Central, promoting collaboration between students and industry professionals

**Research Assistant, PUSH Studio**

**January 2023 - Present**

**DePaul University**

- Human-centered design lab focusing on the application of emerging technologies to address real-world problems. Key projects include 'A Just Reality', 'CSV: Campus Safety VR Training', 'ARCS: AR for Campus Safety', and 'VRSES: VR for Student Essential Skills'
- Provide comprehensive technological support and development for studio, including UX/UI, AI, general programming, and game design frameworks
- Hosted an introductory workshop on the Bitsy game development engine for approximately 15 DePaul students
- Create engaging content and perform copywriting tasks for project documentation and promotional materials
- Represent the lab at conferences and events, communicating project goals and garnering professional support for studio

**Starbucks Master Barista**

**July 2020 - August 2022**

**Target, Williamsburg, VA**

- Support Starbucks Team Lead in maintaining storefront
- Manage barista team by assigning daily, weekly, and monthly tasks

## **MAJOR PROJECTS**

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**MFA Game Design Thesis, *Drag Attack***

**Fall 2024-Present**

- Capstone project to develop original video game *Drag Attack*
- Beat 'em up style game including attack design, level design, music and sound design, systems and mechanics implementation
- Design and Programming Lead, have worked with two artists and one producer/programmer
- Defense planned for March 2025

**Campus Safety Virtual Reality, PUSH Studio**

**March 2024 - Present**

- Developing VR training scenarios for DePaul's Campus Safety officers, practicing soft skills, incident response, and information reporting
- Meeting regularly with head of DePaul Campus Safety to align scenarios with given safety protocols and officer directives

**A Just Reality, Matters at Play & PUSH Studio**

**January 2023 - May 2024**

- VR tool to improve law enforcement response to gender-based violence (GBV)
- Iterative development in Talespin CoPilot Designer, including branching narrative, character animation, and feedback scoring based on victim-centered trauma-informed interviewing standards

- Human-centered design process with cooperation from subject matter experts
- Maintain and deploy VR Equipment, lead demonstrations and testing

## CONFERENCES & PRESENTATIONS

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### Meaningful XR, Stanford University May 2024

- New conference to gather scholars and professionals interested in the field and development of XR technologies
- Attending as part of *A Just Reality* team

### Games for Change, NYC July 2023

- Annual conference to connect professionals across games industry, celebrate power of games for social good
- Conducted 45-minute workshop with *A Just Reality* team on human-centered collaborative design practices
- Participant in XR Brain Jam, built VR project RODOTs with fellow subject matter experts

### DePaul Innovation Day January 2023, 2024, 2025

- Annual event to connect members of the DePaul community, discuss university role in innovation and emerging technology
- Presented PUSH Studio projects to other DePaul University members

## HONORS & AWARDS

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DePaul University x Trident College Game Jam, Nagoya, Japan, Most Creative Award  
Games for Change, XR Brain Jam Product Potential Award & Immersive Arcade  
Selection

<https://www.linkedin.com/in/chase-jones/>

<https://chasemakesgames.com>