

JARNE SENNESAEL

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Skills

- C#, JavaScript Coding
- Unity Development
- AR & VR Development
- 3D Modeling (Blender, Maya)
- Adobe Creative Suite (After Effects, Premiere, Photoshop, Illustrator, InDesign, Animate, Audition)
- Video Editing
- Data Analysis
- SQL
- Effective and Tactful Communication
- Customer Service
- Organization/Cleaning
- Working Under Pressure/Tight Deadlines
- Learning New Skills and Systems Efficiently

Experience

Line Cook | Noodles and Company – Boise/Pocatello, ID | 12/2018 - 11/2022 | 12/2023 - present

Operated in a high stress, fast paced environment which required effective communication, teamwork, and multitasking. Responsibilities included following food safety protocol, use of industrial kitchen equipment, preparing dishes with high efficiency, cleaning the facility, delegating tasks, and providing customer service.

Technical Media Producer | KHQ Non-Stop Local - Spokane, WA | 01/2023 - 12/2023

Production role for broadcasting the local news. Trained in all technical areas of production - audio, photography, editing, & directing. Responsibilities included operating studio cameras, managing all audio equipment & operating a soundboard during broadcasts, managing studio lights, video editing, traveling to newsworthy sites to remotely broadcast to the studio with a field camera, and being a stand-in director.

Development Team Staff | Boise State University - Boise, ID | 08/2020 - 05/2022

Worked in small teams to develop apps, games, videos, and animations for various clients. Responsibilities included software development, AR/VR development, 3D modeling, game design, video editing, app design, 2D and 3D animation, storyboarding, concept design, leading and managing teams of developers, research, and meeting client deadlines.

Game Developer | White Font Media - Boise, ID | 08/2020 - 10/2022

As a founding member of White Font Media, I worked with a small team of developers in indie game design. Responsibilities included 3D modeling, AR/VR development, character design, gameplay/combat design and implementation, Unity development, and creative conceiving.

Cap 2 Team Associate | Walmart - Pocatello/Moscow, ID | 05/2017 - 05/2018

Managed inventory in a fast paced, labor-intensive role. Responsibilities included unloading inventory from trucks, stocking and merchandising throughout the store, maintaining facility cleanliness, and providing high quality customer service.

Education

Boise State University | Boise, Idaho | Degree Awarded 05/2022

Bachelor of Science: Games, Interactive Media & Mobile Development

GPA: 3.76, 2021-2022 recurrent Dean's List student with Honors

University of Idaho | Moscow, ID | 08/2016 – 05/2018

Virtual Technology and Design, Four Semesters Completed

Professional References

Paul Bergen, KHQ Non-Stop Local Executive News Director 409.656.8700 paul.bergen@nonstoplocal.com

Anthony Ellertson, University Development Team Supervisor 715.252.3751 aellerts@gmail.com

Matthew Miller, Noodles and Company General Manager 208.871.8955 idflyfisher88@gmail.com