



Jacqueline Heisel

South Lyon, Michigan

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[Portfolio](#)

[LinkedIn](#)

Education

Bradley University
Peoria, IL

Bachelors of Science in
Interactive Media Game
Design

Minor in Organizational
Communication

GPA: 4.0

Graduation May 2026

Hard Skills

- Well versed in project management software such as Jira, Trello, Basecamp, and Slack
- Proficient in Adobe Illustrator, InDesign, Photoshop, and XD
- Certified in Microsoft Word, Excel, and PowerPoint

Experience

- **Placebo Computer Entertainment** *June 2024 - Aug 2024*
Peoria IL, Asset Team Lead
 - Collaborated with a team of 18 to create a 3D time loop game in one summer
 - Lead writer's room discussions for dialogue, world lore, and marketing information
 - Communicated Asset team needs to Production, Design, and Engine teams
- **iSTEAM Studio** *June 2024 - Aug 2024*
Peoria, IL, Coding and Robotics Senior Instructor
 - Adapted projects to match what kids were most interested in learning
 - Learned new programs in short time spans and taught students of all skill levels
- **Deathmatch Island** *Dec 2023 - Jan2024*
Evil Hat, Contributor
 - Collaborated with Tim Hutchings and Manchester Metropolitan University students
 - Designed locations and encounters for a TTRPG that were cohesive with other's work
- **Heart of the Deernicorn** *June 2023 - Aug 2023*
Olympia, WA, Game Design Intern
 - Playtested iterations of card game and recorded feedback to report in design meetings
 - Enhanced skills in Adobe Illustrator and InDesign

Projects

- **Forever Soup, Team Lead & Producer** *Sept 2023 - Present*
 - Led 6 students to make a cooperative legacy card game that grows in a convention
 - Created an LLC to continue game development after game won "Best in Show" at FUSE
 - Iterated on game and showcased it at BostonFIG where it was nominated for 2 awards
- **Critter Council, Producer** *Jan 2024 - May 2024*
 - Led 8 students to create rapid video game prototypes
 - Promoted healthy team habits and ensured project scope was reasonable
- **Party Crashers, Producer** *Oct 2022 - April 2023*
 - Led 17 students to create a virtual reality experience for FUSE showcase
 - Communicated across subteams, created roadmaps, and led daily stand-ups

Extracurriculars

- **Interactive Media Department WAR Council, Secretary** *Jan 2023 - Present*
 - Communicating student body concerns to faculty
 - Pitching ideas to improve communication and community within the department
- **BBQ Kitten Improv & Comedy Troupe, Recruiter** *Sept 2022 - Present*
 - Teaching others to have confidence in their speaking skills
 - Analyzing behavioral patterns to improve individual members' performances
- **Bradley University Speech Team, Impromptu Coordinator** *Sept 2022 - Nov 2024*
 - Improving public speaking skills by performing impromptu speeches at competitions
 - Supporting other students and increasing teamwork through peer coaching