

# Jay Embry

Programmer / Game Designer

## PROJECT EXPERIENCE

### **Midwest Goodbye (PC) 2025**

Programmer, Narrative Designer

June 2025 – August 2025

- Showcased at MDEV 2025, GDC 2026, and Bradley University's FUSE 2026.
- Implemented a dialogue system used in the game's combat.
- Wrote for the character of the younger cousin.

### **Wayward Woods (PC) 2026**

Programmer

August 2025 – May 2026

- Designed a template for spells used throughout the game.
- Coded the spells' functionality.
- Programmed interactions with the grid

### **Kick the Styx (PC) 2024**

Lead Programmer

August 2024– December 2024

- Developed environmental hazards to challenge the player during combat.
- Was in charge of fixing bugs.
- Organized meetings and tasks among fell

## WORK EXPERIENCE

### **Original Pancake House, Peoria, IL**

Busser

August 2024 – May 2026

- Cleaned tables with both precision and a quick turnaround time.
- Cooperated with coworkers and customers alike.
- Handled a high-stress environment on a consistent basis.

### **From the Ground Up, Woodstock, IL**

Stall Hand

November 2017 – August 2022

- Managed my own schedule to complete my work on time.
- Worked independently.
- Trained new employees.

**2022 Aspen Drive  
Woodstock, IL**

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## EDUCATION

**Bradley University,  
Peoria, IL**

August 2022 – May 2026

Bachelors in Science in  
Interactive Media Game  
Design

Minor in Creative Writing

## HARD SKILLS

Unity

Unreal Engine

C#

Visual Studio

GitHub

Adobe

## SOFT SKILLS

Time Management

Communication

Discipline

Self-Management

Flexibility

Organization

Stress Management