JACOB SUROVSKY

Portfolio
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858-243-5648

EDUCATION

University of Southern California
Iovine and Young Academy
A multidisciplinary program focused on innovative design and practices

Major:
Arts, Technology, and the Business of Innovation

MY TOOLBOX

Adobe Creative Cloud
Photoshop, Illustrator, Premier, After Effects
3D Modeling
Fusion 360
Game Design
Comfortable in Unity
Fabrication
3D Printing, Sewing, Laser Cutting Puppet Building, Basic Arduino
Performing Arts
Improvisational Comedy, Public Speaking, Puppeteering

REFERENCES

Mike Salyh
Co-Founder
Coin Crew Games
mike@coincrew.games

Blair Scott
Writer and Producer
Coin Crew Games
blair@coincrew.games

EXPERIENCE

Coin Crew Games   *Jan 2021 - Jan 2024*
Puzzle Designer
- Design and implement 150 unique escape room puzzles across 13 virtual escape room environments for award winning title Escape Academy and its 3 DLCs.
- Contribute to the development of generative mystery design and narrative systems for an upcoming video game release.
- Run playtests, iterate designs, and distribute documentation to a team of artists and engineers to create the best possible play experience

Marky Sparky Toys   *2021*
Toy Inventor
- Ideate, fabricate, and iterate on brand new toy designs that encourage active play for all ages
- Generate and hand off documentation of new products to factories overseas and communicate designs effectively

Two Bit Circus   *2019 - 2021*
Director of Puppet Affairs
- Consult on behalf of, fabricate, and perform the puppet residents of Two Bit Circus; including Dr. Botcher, Clive Sweetbottom, and Game Show Bot 3000

Move38   *2020*
Game Design Intern
- Work with a team of interns to develop Crownfall, a new game for the Blinks system
- Independently develop Treasure Tumble, the first vertical game for Blinks

Two Bit Circus Foundation   *2019*
Creative Technologist Intern
- Design new STEM educational experiences that extend the Two Bit Circus brand for children K - 8th grade
- Develop the curriculum for an interactive 3D printing class and teach it at a STEM summer camp
- Rapid prototype, fabricate, and playtest new games and experiences with a team of designers