

Jessica Sholakis

Melbourne VIC

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Portfolio: jessicasholakis.com/

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Profile Summary

I am a Game Designer who specialises in level design, focusing on creating fun and memorable experiences for players. I have AAA game development experience from *Sledgehammer Games*, where I worked for 18 months as a Level Design Intern on *Call of Duty: Modern Warfare III*.

I hold a double degree in a Bachelor of Games and Interactivity / Bachelor of Computer Science, which has given me skills in both the technical and creative sides of game design. I have basic programming skills that support my design work and I love 3D modelling for props and environments.

Key Skills

Game Design | Level Design | System Design | Visual Scripting (Blueprints) | Scripting | Programming | 3D Modelling | Environment Art

Employment History

NOV 2022 - MAY 2024 **Level Design Intern**

Sledgehammer Games – Call of Duty: Modern Warfare III



- Owned the design for the remake of *Das Haus* and took over *Drive Thru* during alpha. For both multiplayer maps, I refined the design, implemented gameplay features, coordinated closely with other departments and ran team meetings.
- Collaborated with designers across Australia, USA and UK.
- Prototyped new 6v6 maps and environmental gameplay features.
- Ran studio playtest sessions.
- Taught employees from other departments basic level design and related software use.
- Onboarded and completed scripting tasks with the System Design and Gameplay Engineering teams.
- Point of contact for programming tasks involving design for the Australian team.

FEB 2021 - NOV 2022 **Mathematics and English Tutor**

- Tutored five primary-aged students and a senior secondary student in both English and Mathematics on a weekly basis.

Education

MAY 2025 - AUG 2025 **GameChanger Academy**



CG Spectrum

Good to Great Scholarship

FEB 2020 - NOV 2024 **Bachelor of Games and Interactivity / Bachelor of Computer Science
Software Development Major**



Swinburne University of Technology

High Distinction Grade Average

- 2020 - 2023 Received annual Swinburne Letter of Commendation as recognition for being placed among their top students.

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Other Experience

OCT 2024



Games Connect Asia Pacific (GCAP) Conference Volunteer

Interactive Games and Entertainment Association (IGEA)

Assisted with attendee registration, monitored conference sessions to count attendance and ensure they ran on time, provided general assistance to all attendees.

OCT 2024



Australian Game Developer Awards (AGDAs) Volunteer

Interactive Games and Entertainment Association (IGEA)

Registered and directed attendees upon arrival and throughout the night.

JUN 2024



Angles Conference Volunteer

Freeplay

Assisted with attendee registration and provided general assistance to all attendees.

Technical Skills

Unreal Engine 5
Unity
Radiant

Adobe Creative Cloud
Blender
Maya

GitHub
Perforce

References

Available upon request.