

JEAN-PIERRE “JP” BAILLY-HALL

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TOOL PROFICIENCIES

- Languages: Python, C#, Blueprints Visual Scripting, GDScript
- Engines: Unreal Engine 5, Unity, Ren'py, Godot
- Atlassian Suite
- Adobe Photoshop, Illustrator, Substance 3D Painter, Premiere Pro
- Autodesk Maya
- Google Suite

PROFESSIONAL STRENGTHS

- Level Design
- Systems Prototyping
- Narrative Design
- Agile Project Management
- Puzzle Design
- Mechanics Concepting
- Mechanics Prototyping

EDUCATION

Champlain College, Burlington, VT Expected May 2026
Bachelor of Science Degree in Game Design

- Dean's List Fall 2023, Spring 2023
- Cumulative GPA: 3.701

Burlington High School, Burlington, VT June 2022
High School Diploma

- Member of the Scholar's Bowl club/team
- Graduated as Summa Cum Laude Scholar

WORK EXPERIENCE

Market 32, Burlington, VT Summer 2023, 2024
Produce Teammate

- Breaking down the load, to ensure the sales floor was stocked and the backend was organized
- Maintained a clean, organized, and presentable work environment
- Provided excellent customer service in assisting customers

Edmunds Middle School, Burlington, VT Fall 2018 – Spring 2020
Robotics Team Junior Coach

- Leading and Assisting amateur roboticists
- Running Team meetings and practices

Scholars' Bowl Team Coach

- Facilitating practices and managing team members

PROJECTS

Chyma and the Toll of Time, Single-Player Puzzle-Platformer Unity 3D Spring 2026
Level Designer

- Created Level design documentation
- Worked with a team of other developers to create level concepts
- Grey-boxed level layouts
- Puzzle Levels
- Designing concepts for additional mechanics for the game