Jacob Harris

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EDUCATION

University of Montana

Missoula, MT

Bachelor of Arts in Education. Cumulative GPA: 3.81/4.00

5/2020

Areas of Interest: K-8 Education, Media Arts, Game Design

Awards: Graduated Magna Cum Laude, Recipient of the C&H Scholarship, Dean's List, President's List

HIGHLIGHTED PROJECTS

Ticking Stars

Interactive Fiction

8/2021

Itch.Io Submission for InkJam2021. Surrealist text adventure, inspired by tales by Gabriel García Márquez.

That One Day in Mexico

Interactive Fiction

Itch.Io 4/2021 Comedic text adventure designed around a single day at a resort in Mexico. 13 endings.

The 5 Essentials of Designing Towns in Video Games

<u>Article</u>

7/20/2021

- The first in a series of articles on the basics of Narrative Design.
- Featured in Senior Narrative Designer Samantha Webb's August Newsletter.

Flowers Passing By

Narrative Nonfiction

Represented by Elle Snead – Lunar Literary

2/2021

- Debut novel: 67,000 words, middle grade, historical narrative nonfiction.
- Incorporated historical research on the real life story of Martha Mainser; set in 19th century Ohio.

WORK EXPERIENCE

MSLA Creative

Missoula, MT

Writer / Founder

8/2017 – Current

- Oversees and monitors schedules, budgets and deadlines for self and clients.
- Creates industry relevant content, such as a series of "narrative design basics" articles.

University of Montana

Missoula, MT

Admin Associate III

9/2021 – Current

- Represents EDLD department by being first response to prospective students and incoming faculty.
- Coordinates with university staff and faculty on mentorship programs, scholarships, and admission.

El Diablo

Missoula, MT

Staff Operations

7/2021 – *Current*

Services 100+ customers per working shift in a fast-paced, detail-oriented restaurant environment.

Tales Writer

Remote

Freelance Writer

5/2021 - 9/2021

• Writing and adapting *Space is a Big Place* into an interactive fiction series. Pitch greenlit in May.

Learning Yogi

Remote

Freelance Writer / Designer

8/2021 - 8/2021

- Created and designed documents for the educational game, Banana Attack, following their curriculum.
- Innovated on the shape-learning game, *Halloween Candy*, with 2 narrative-driven redesigns.

SKILLS, CERTIFICATES & INTERESTS

Computer: Microsoft Office, Adobe Premiere Pro and Photoshop, Google Doc Suite, Ink | **Languages:** Elementary proficiency Japanese, Conversational ASL (American Sign Language)

Skills (linked samples): Narrative Design, Comedic Writing, Interactive Fiction, Content Development, Storyboarding, Dialogue / Character Voice; Interests: Poetry, Art Criticism, LGBTQIA+

Certificates: Standard Teaching License issued 8/2020; LinkedIn Learning: Game Design Foundations, Learning Character Development and Design, Learning Screenwriting, Storytelling for Designers, World Building and Narrative, 2D Game Design and Development Essentials, Writing with Flair