Sulaiman Jackson
Senior Game Developer

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Education

- *2018 – 2024, Bachelor of Science (B.S.) Summa Cum Laude, Video Game Software and Development*, Baker College, Michigan
- *2017 - 2018, Undergraduate,* Kentucky State University, Kentucky
- *2015 – 2024, Jackson Academy*

Professional Experience

- **2017 – Present, Senior Game Developer,** Sully Studios
  - Spearheaded the development of three top-grossing games, increasing active users from 10k to 123k annually from 2020 to 2023.
  - Designed, developed, and published 10+ original games to Steam, itch.io and Google Play.
- **2016 – Present, Manager,** Jackson Academy
  - Managing the Jackson Academy Youtube channel along with 3 creative developers, helping increase from 8K to 7.3M monthly impressions from 2022 to 2024.
  - Improving subscription rates from 100 to 100k from 2022 to 2024.

- **2019 - 2021,** *How to make Epic Games in Scratch*, Carnegie Center
  - Taught Scratch programming to 10-20 students remotely, covering game development and graphic design topics.
  - Developed an in-depth programming course that inspired 100+ young students to delve into game development and graphic design.

- **2022 - 2024,** *STEAM Saturday/How to Make Epic Games in Scratch*, Cybrarium
  - Developed and taught a comprehensive programming course at the Cybrarium in Miami, turning 200+ young gamers into game developers.
  - Taught Scratch programming to 20-30 students in person, covering game development and graphic design topics.

- *2023 - Present, Website Developer,* Cocowalk Estates
  - Developed, published, and maintained the website for Cocowalk Esates Homeowner Association in Miami, FL.

Skills

- *Game Developer and Designer:* Developing design documents, building original video games at Sully Studios for PC, Console, and mobile.
- *Teacher:* Teaching technology related skills such as programming and graphic design at Jackson Academy.
- *Website Developer and Designer*: Designing websites with Visual Studio, Wix, Wordpress, HTML and CSS.
- *Video Producer:* Planning Youtube content and editing videos with Adobe Premiere Pro and After Effects.
- *Programming Languages*: Fluent in C#, C++, HTML, CSS, Java, Javascript, Kotlin, Python and Stack Overflow.
- *Development Tools*: Unity, Unreal Engine 5, Microsoft Office Suite, Adobe Creative Cloud Suite, FL Studio, Blender, Autodesk Maya,

Awards and Scholarships

- *2022 - 1st place Miami-Dade Hackathon,* Game Development 2D/3D.
- *2023 – 1st place Miami-Dade Hackathon,* Game Development 2D/3D.
- *2015-2018 -Keys for the Community Piano Scholarship,* Kentucky State University.
- *2022 – Presidents List,* Baker College.
- *2019, 2020, 2022, 2023 – Dean's List*, Baker College.
- *2015 - AIGA Worldstudio Scholarship,* Graphic Design, $20,000.
- *2024 – Youtube Silver Play Button,* 100k Subscribers.
- *2017 – Kentucky Book Fair,* Youngest Author.

Published Video Games

- *Airplane 3D – 2024 – Lead Developer -* Senior Game Project.
- *Aranaea - 2017 - Lead Developer -* Tower Defense Game.
- *Cyral – 2017 – Lead Developer -* Physics-based Platformer.
- *The Struggle –2018 - Lead Developer –* Fast-paced Endless Runner.
- *The Reaping – 2019 – Lead Developer –* Pseudo-random Area Sorting algorithm.
- *Airplane – 2019 – Lead Developer -* Multiplayer Top-Down Shooter.
- *Ninja Rush – 2020 – Lead Developer -* Endless Runner/Side Scroller.
- *Helibot – 2022 – Lead Developer –* Arcade Mobile game.
- *Ball Hit – 2023 – Lead Developer –* Pinball-based game.
- *Macaron Moon – 2024 – Lead Developer –* 2D Rhythm based platformer.

Published Books

- *The Incredible Veggie Boys -* 2016 – Writer, Editor, Publisher, Cover Artist.
- *The Witch's Curse –* 2016 – Writer, Editor, Publisher, Cover Artist.
- *Sasha, a kitten in water –* 2017 – Writer, Editor, Publisher, Cover Artist.
- *Habeshi Art -* 2023, Writer, Front Cover Designer, Publisher.

Published Courses

- *How to make Epic Games in Scratch,* Udemy.com, 2019
- *How to make Epic Games in Unity,* Udemy.com, 2019
- *Ultimate Scratch 3.0 Video Game Creation Course,* Udemy.com, 2023