



My name is Jared Shaw. I am a senior in the Entertainment Arts and Engineering program here at the University of Utah. My role in Crowstone was that of a programmer.

My work mainly consisted that of UI elements like the pause screen and start menu, finding and implementing sound, and various polishing such as fading on the menus, and between levels.

I enjoyed working on Crowstone as it was the first 3D project I have worked on, and I must say I think it turned out great. I think our success was in no small part due to the great team we had; the artists made the game look amazing, our writer and the other programmers brought the game to life with the in-depth conversations. We also had a great production team which stayed on top of things and demonstrated the level of communication that I would only hope to see in my future projects.