

Jaden Gilley

jadengilley@gmail.com | 312-415-4294

Interdisciplinary media and technology professional with experience leading digital media projects, building immersive experiences, and collaborating across technical and creative teams

EDUCATION

University of Illinois Urbana-Champaign Graduated December 2025
Bachelor of Science in Media & Cinema Studies - Specialization in Aerospace Engineering

WORK EXPERIENCE

Sales Representative and Community Assistant, Octave Apartments 07/2024 - 12/2025
Leasing operations, property tours, social media management, and tenant point-of-contact

Guest Experience and Host Lead, The Hampton Social Restaurant 03/2023 - 09/2023
Front-of-house operations, reservation management, seating coordination, and guest relations

Experience Coordinator, MassVR 06/2021 - 07/2022
VR experience guiding, real-time hardware/software troubleshooting, and session management

Technology and Media Team, Dokidokon LLC 07/2021 - Present
Technical production and audiovisual system setup/management for 3,000+ attendee live events

Technical Assistant, Holy Trinity Church 06/2015 - 09/2020
Weekly AV production support, equipment setup, live stream management, and video/photo editing

ORGANIZATIONAL EXPERIENCE

President, VP and Member, VR Club at UIUC 08/2022 - 12/2025
Club operations, VR tech demos, collaborative projects, event planning, and equipment management

Director of Broadcasting, Illini Esports 01/2021 - 05/2024
Live event stream production, team coordination, and OBS Twitch broadcasting (100+ viewers)

Editor and Producer, Video Projects 08/2020 - 12/2025
Post-production, creative storytelling, script development, and production workflow management

Producer and Emcee, Illini Esports Invitational (Event) 03/2021
Event management, broadcast operations coordination, script development, and technical execution

User Experience and Integration, Temp-i-Touch (VR Hardware Device) 02/2025
Physical user integration for VRChat thermal haptics prototype at MIT Reality Hack hackathon

Project Lead, Ghost Escape (AR Game) 11/2025
Unity & XREAL SDK immersive AR game development at Stanford Immerse the Bay hackathon

Engineering Intern, Bubble Health 06/2021 - 09/2021
R&D for medical robotic caretaker prototype systems (vision, mobility, electronics) and manufacturing

Project Lead, Hawaiian Inter-Island (Engineering Project) 10/2024 - 12/2024
Multidisciplinary conceptual design and systems integration for an electric island-hopper aircraft project

Tools & Software

Adobe Premiere Pro
Adobe Photoshop
Microsoft Office

Google Suite
OBS Studio
Git / GitHub

Unity Engine
Unreal Engine
Blender Software

Skills

Leadership
Customer Service
Problem Solving

Communication
Detail-focused
Adaptability