

# JONAH PULSIPHER

Portfolio: [www.jonahpulsipher.com](http://www.jonahpulsipher.com)

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*Game Developer with 7+ years experience and a devotion to making unique, fun, well-engineered games*

## SKILLS

- Unity: 5 years
- C#: 5 years
- Python: 1 year
- C/C++: 1 year
- HTML/CSS, React experience
- Managing a remote team: 1 year
- Tools: Git, Visual Studio, Wwise, Blender
- Puzzle design, environmental design, storytelling, and overseeing and responding to playtests.
- Video capture and editing

## WORK EXPERIENCE

### Indie Software Developer - Portland, OR

**Duration:** 11/15 - 4/17, 8/19 - current

Led production of games in Unity and Adobe Flash, completing and releasing solo and team projects.

- Released five web games, two sponsored by Armorgames.com. Released an additional game on Steam.
- Developed tools: a Unity level editor and, using Python, a webcrawler and spreadsheet analyzer.

### Gameplay Programmer - Square Panda, Sunnyvale, CA

**Duration:** 7/18 - 7/19

Helped bring a flagship educational mobile game to release. Developed "mini-game" modules, supported deployment on iOS and Android, and provided maintenance.

- Prototyped two game modules from concept to completion and implemented ten more, finishing and polishing features and integrating art and other assets.
- Worked with an international team to maintain a consistent code base, surmounting language and time-zone barriers.
- Observed and assisted in live playtests, gathering gameplay and UI recommendations to be forwarded to the team.

### Lead Developer - MAGIC Spell Studios LLC (CO-UP), Rochester, NY. **Duration:** 5/17 - 8/17\*

Prototyped and pitched a game concept, was selected for funding by the studio, then formed a team, developed, and released the game (*\*see Light Borrower below, project continued development until 6/18*).

- Architected and wrote code for a seamless experience that combined puzzles, hub-worlds, and narrative artifacts.
- Taught programmer the codebase and integrated the artist's and composer's tools into an effective production workflow.
- Held public playtests as well as remote playtests with automated feedback collection.

### App Developer - High Performance Tutoring, Salt Lake City, UT.

**Duration:** 9/14 - 10/15

Created an ACT Test Prep mobile app featuring match-3 puzzles, ACT questions, and an interactive story.

- Developed a system to track student performance, provide instructive feedback, and generate targeted questions.
- Modified basic, built-in text tools to support math notation, including nested notation.

## INDEPENDENT GAMES AND PROJECTS - *info and other projects available in portfolio*

### Unity Game Development - Creative Lead

**Title:** Light Borrower

**Role:** Project Lead

**Duration:** 8/16 - 7/18

**Team Size:** 4

- Recruited a production team. Developed and managed a timeline for release, modifying as milestones were exceeded or undershot. Held weekly meetings, providing feedback and guidance on team members' focus areas.

### Unity Game Development - Physics

**Title:** Heartburn Boulevard

**Role:** Programmer/designer

**Duration:** 9/19 - 1/20

- Modified a raycast-based character controller to be a superior replacement to built-in platformer physics. Converted that tool for use in a 3d environment with arbitrarily changing gravity.

### Production Tools

**Title:** Pratfall

**Role:** Programmer/designer

**Duration:** 1/16 - 4/16

- Built functionality and interface for a level editor designed around re-using pieces of a stage from level to level. Wrote an XML parser to save and load stage info for the editor.

### AI development

**Title:** Perpetual Robot War

**Role:** Programmer/designer

**Duration:** 1/16 - 4/16

- Developed a system to manage enemy AI units, measuring the value of the given state of the units and comparing it to possible future values given choices from a list of available actions.

## EDUCATION

### Rochester Institute of Technology, Rochester, NY — 9/16 - 5/17

Coursework from the Game Design and Development Masters Program

One of five graduate students selected to represent RIT at GDC 2017

### Stanford University, Stanford, CA — 9/07 - 6/12

Bachelor of Science in Chemistry, Minor in Creative Writing, Coursework in Java, C++, and C

GPA - 3.75/4.0