

# JONAH PULSIPHER

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

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## SKILLS

- Unity: 6 years
- C#: 6 years
- Python: 2 years
- 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 (OBS) and editing

## WORK EXPERIENCE

### **Square Panda** - Gameplay Programmer, Sunnyvale, CA — 7/18 - 7/19

Helped bring a flagship educational mobile game to release. Developed "mini-game" modules, supported deployment on iOS and Android, then 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 a multinational team to maintain consistency across a broad code base.
- Observed and assisted in live playtests, deriving recommendations from them.

### **MAGIC Spell Studios LLC (CO-UP program)** - Lead Developer (Team of 4), Rochester, NY — 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 (*\*Light Borrower, see below, project continued development until 7/18.\**).

- Architected and wrote code for a seamless experience combining puzzles, hub-worlds, and narrative artifacts.
- Familiarized the second programmer with the codebase, and worked with the artist and composer to integrate their tools into an effective production workflow.
- Held playtests, public and remote with automated feedback collection.

### **Web Developer**, R.S. Hughes, Salt Lake City, UT — 1/16 – 5/16

Developed and implemented new features for [www.rshughes.com](http://www.rshughes.com), an online warehouse supplier.

- Developed a menu system to navigate a complicated inventory using manageable n-deep menu pop-ups.
- Implemented cart management with animations and the ability to modify the cart without changing pages.

### **App Developer**, High Performance Tutoring, Salt Lake City, UT — 11/14 – 10/15

Contracted to develop 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 programmer, artist, and composer. 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. Later, 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 commands.

## 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