JONAH PULSIPHER

References available on request

Portfolio: www.jonahpulsipher.com   jonapulse@gmail.com   (801) 557-1799

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 (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 maintainence.

- 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, 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 developer 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