

Jonas McGowan-Martin

A driven Computer Science/Interactive Media and Game Design double major with extensive engineering experience, great interpersonal skills, and a passion for games and programming.

15 Fox Run
Woodbury, CT 06798
(203) 448-0883
jmcgowanmartin@wpi.edu

EDUCATION

Worcester Polytechnic Institute, Worcester, MA — Computer Science / Interactive Media and Game Design

2013 - 2017

At WPI, I studied a mixture of low level computer science such as Operating Systems and Systems Programming and high level game design concepts in my Game Design and Game Development classes.

Nonnewaug High School, Woodbury, CT

2009 - 2013

I earned my diploma while taking a large role in the FIRST robotics club, Electrathon car club, starting a science club, volunteering as stage crew for several drama productions, and earning consistent High Honor Roll.

PROJECTS

Major Qualifying Project — Design and Authorship for the Halberd Narrative Planning Engine

Alongside a 4 man team, I helped develop Halberd, an adaptation of a traditional planning algorithm that serves as a framework for procedurally generated interactive narrative games. We also created a rendering solution in Java to illustrate these narratives, and authored a game using this system.

Interactive Qualifying Project — Intelligent Transportation Systems in Santa Fe, New Mexico

Sponsored by the New Mexico Department of Transportation, 3 classmates and I developed a plow tracking application and a set of recommendations to improve the winter maintenance infrastructure around Santa Fe.

Software Engineering Project — The Era of Navigation

Over the course of six weeks, a group consisting of me and eight classmates developed a navigation application similar to Google Maps. The application provided a simple interface to provide directions on how to navigate to and from any room on campus.

EMPLOYMENT

Music To Go DJs, Woodbury, CT — Assistant DJ

2008 - 2013

Along with setting up and taking down complex audiovisual equipment, my duties included song selection, mixing, remixing, and arranging light shows to match the mood. We catered to dances, private parties, and several weddings.

SKILLS

Strong computer skills

Experienced in Unreal Engine 4 and Unity

Sound design and game audio experience

Knowledgeable in both software + hardware development

Extensive large and small team project experience

ACHIEVEMENTS

Dean's List Student

WPI Marshall/Chavez Scholarship Recipient

Ranked Grandmaster in Overwatch (4000)

PROGRAMMING LANGUAGES

C/C++ : Experienced

Java : Experienced

Python : Intermediate

Javascript : Proficient

SQL : Proficient

HTML/CSS : Proficient

CHECK ME OUT ON:

Github:
github.com/Jonas777

Twitter:
twitter.com/JonasMcGowan