



JONATHAN NEWMAN

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Gameplay designer and programmer of several indie projects, striving to create interesting visual and interactive experiences through digital mediums.

Skills

Industry

Interaction design
Prototyping
C#
Unity
Version Control
Goal-oriented design
Data entry
Systems design
Game balance

Tools

Unity
C#
GitHub
Figma

Education

Simon Fraser
University
Sep 2019 - 2024
Bachelor of Arts,
Interactive Arts and
Technology

Awards

Cody Sawatsky
Memorial Award in
Gaming
March 2023
HackerJam 2 Second
Place Winner
July 2020

Other Interests

Music composition
Animation
Film

Experience

Project Lead, Designer, and Developer for *Tower of Ash* (Sep. 2022 - Dec. 2022)

- Led a team of four people to develop a small Metroidvania/Roguelite game for SFU's IAT 410 - Advanced Game Design. Showcased at SFU's SIAT Fall Showcase 2022.
- Designed the core concept and mechanics with the intention to create a fast-paced, action-packed experience.
- Designed and implemented the main gameplay elements, including movement, combat, and progression, using Unity and C#.
- Organized and delegated tasks to make sure the team completes milestones on time.
- Directed team members to design an interconnected world with multiple paths to take for exploration

Junior Game Designer at Ludare Games Group (Jan. 2022 - Sep. 2022)

- Produced a paper prototype version of an unrevealed turn-based strategy role-playing game developed by the company, by adapting existing mechanics.
- Collaborated with designers to design mechanics and systems that draw inspiration from XCOM 2 and Darkest Dungeon.
- Designed and pitched three variations of a boss sequence to be implemented in a vertical slice Kickstarter demo.

Gameplay Designer and Developer for *Unfabled* (Oct. 2021)

- Created a game with 5 people for Ludum Dare 49 in 3 days with the theme of "unstable." Achieved the top 15% out of almost 3000 entries.
- Designed and implemented the main gameplay system, involving combining randomly generated elements to cast spells.
- Designed a simple user interface and HUD for players to easily navigate.
- Designed and implemented all the sound effects and composed the game's music.

Gameplay Developer for *Hell Gene* (Aug. 2021)

- Created a game with 5 people for the Brackeys Game Jam in a week with the theme of "let there be chaos." Achieved the top 33% out of more than 1700 entries.
- Implemented main player controls including movement and combat, as well as camera motion, and basic enemy logic.
- Designed and implemented all sound effects and composed the game's music