

Jon Bednez

Game Programmer/Unity3d Developer - GardenQuest

Baltimore, MD - Email me on Indeed: [indeed.com/r/Jon-Bednez/21c34ff56dfbe14f](https://www.indeed.com/r/Jon-Bednez/21c34ff56dfbe14f)

... 6 years C#, Unity3D and Microsoft Visual Studio
... 2 years Java-script experience
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Programmer/Unity3d Developer

GardenQuest - Woodbine, MD - December 2011 to Present

MD

... Unity3D Game Development in C#, working on live Facebook game "GardenQuest".
... Particles, Terrains, Simple AI, Level Design, User Interfaces and Client to Server code

UI Designer/Unity3d Developer

Agewell Biometrics - Baltimore, MD - March 2016 to October 2016

Unity3D Game Development in C#, working on Android App "Equilibrium" for balance assessment.

... Worked with BitBucket, GitHub, User Interfaces and Client to Server code

Game Programmer/Unity3d Developer

UFO Studios - Stewartstown, PA - May 2011 to December 2011

Unity3D Game Development in C# and Java-script on educational game "EVO".

... User Interfaces, simple HUD and AI.

Data Analyst

DTC - Data Transformation Corp - Silver Spring, MD - November 2010 to February 2011

Analyzing and updating records based on XML, Excel and database tables.

... Comparing server information with actual online data and assessing the true result.

Writer/Editor

Midnight Marquee Press, Inc - Carney, MD - May 2010 to November 2010

Server

Outback Steakhouse - Perry Hall, MD - 2007 to 2010

QA Tester, Technical Support/Consultant

E4E Business Solutions - Hunt Valley, MD - 2005 to 2007

Testing various video cards based on computer resolutions and applications.

... Technical and game support for various Facebook games via email.

... Administrative game help, bug regresssions and game design testing.

EDUCATION

B.S. in Computer Science

University of Baltimore

A.S. in Computer Science

Community College of Baltimore County

Certification in Seminar

Bridgewater College

General Studies

Maryland Bible College and Seminary

SKILLS

Unity3D (5 years), C# (5 years), Microsoft Visual Studio (5 years)

LINKS

<http://jonbednez.wix.com/portfolio>