JONATHAN AHERN

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SKILLS:
React, Flux, Ruby, Rails, JavaScript, SQL, HTML5, CSS3, jQuery, MongoDB, Express, NodeJS, Unity, C#, Git, Photon/Unet, Adobe Creative Cloud

PROJECTS:

MAP MY RAT *Ruby on Rails, ReactJS, Redux, JBuilder, Google Maps, HTML, CSS*   live | github
A MapMyRun clone for rodent enthusiasts to map sightings and create tours to share with their friends.
- Built custom authorization in the backend and frontend, utilizing Active Record and frontend checks to secure data and ensure persistent, fast login.
- Implemented React best practices with React-Redux containers and limiting the amount of AJAX calls to create an efficient single-page web app.
- Integrated Google Maps API, including Distance, Geolocation, and custom markers to create a fun, smooth UI/UX.

BINARY LOVE STORY *JavaScript, HTML, CSS*   live | github
A JavaScript "dating sim" between a herd of hovering squares and you, a naive humming human.
- Utilized vanilla JavaScript to congruously manipulate HTML elements with CSS animations demonstrating a fresh way to use modern web design.
- Tied the p5js's audio recorder to ml5's pitch detecting models to take audio from the user's microphone and seamlessly display the data through falling raindrops.
- Leveraged Webpack with Node and Bable to manage multiple languages and plugins to ensure smooth development.

SUBSPOTTER *MERN, Google Maps, HTML, CSS*   live | github
Bring polite civilization to the subway by posting perps to the wall and mapping incidents.
- Lead a small team using agile methodology to meet deadlines and streamlined the workload to avoid bottlenecks.
- Adjusted the CSS to detect widescreen resolutions and restructure the navigation bar to be more suited to a variety of screen sizes.
- Connected the device's camera to the webapp using HTML and uploaded the picture to an AWS server allowing the user to take pictures and post them to the wall.

EXQUISITE DUPE *Unity, C#, php, SQL*   trailer | github
A drawing game of ridiculous deception where players draw together and out the dupe (iOS and Android)
- Prototyped and developed many iterations of the game by taking feedback from players and creating builds through TestFlight to get a large and accurate data set.
- Linked user and game data through Unity Web Player, php, and an SQL database and parsed into JSON to create modular chunks of data for the game manager object to display to users across the country.
- Sketched multiple sprites in Adobe Illustrator and imported into sprite sheets to create a cohesive art direction.

LONG LOST ROBOTS *Unity, C#, UNet*   trailer | github
Players cooperatively create a color language and program their bots to hug in the middle (iOS and Android)
- Studied real-time networking with UNet and Photon resulting in matchmaking rooms and simultaneous gameplay.
- Collaborated with a linguistic professor to design the game in stages mirroring the human process of language acquisition and submitted a grant proposal.
- Molded 3d models in Maya and imported them into Unity to make animation wireframe events.

EXPERIENCE:
Game Designer
Kingdom Death   Jan 2018 - Aug 2019
- Playtested countless game sessions with varying strategies and recorded concise and accurate data in Google forms for the team to utilize.
- Lead a team of 3 in the creation of a new expansion to build new worlds and game systems by setting goals, giving constructive, positive feedback, and prototyping new monsters.
- Designed new cards and content with Adobe Illustrator, Photoshop, and InDesign and iterated over the designs in

Dropbox until ready for production.

Game Developer

NYU Incubator   Jun 2017 – Aug 2017
- Reprogrammed the game from a simultaneous, networked game to being asynchronous and centralized over an SQL database to expand the player base and allow monetization.
- Developed a marketing plan working with industry professionals as free to play with in game purchases available.
- Presented to a crowd of over 300 people and showcased afterward with a live demo attracting new players.

Teaching Assistant

NYU Board Game Design   Jan 2017 – May 2017
- Instructed a class of 20 undergraduates on how to play various board games and lead discussions on how their designs may influence their own projects.
- Assisted the professor with the finer details of the class such as attendance, grades, and developing a curriculum.

Game Design Intern

IronWall Games   Jan 2016 – May 2016
- Fine tuned Rob Daviau's game concepts by playtesting the prototypes, discussing the results with my colleagues, and sending the results in concise reports.

Assistant Manager

Auntie's Bookstore   Feb 2009 – Jun 2015
- Overhauled the inventory system from a laborious paper and pencil process to a digital scanner system by working with Square One, decreasing the labor by half and still preserving inventory accuracy.
- Managed a team of twenty employees with yearly performance reviews communicating areas for improvement and providing positive reinforcement to keep spirits high.
- Generated budgets by cutting publishers who undersell and eliminating underperforming store hours to keep the store in business during the ebook scare.

EDUCATION:

AppAcademy – 2020 –Intensive coding bootcamp with 3% acceptance rate
New York University – *MFA Game Design*
Eastern Washington University – *BFA English Literature*