

JONAH PULSIPHER

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Game Developer with 7+ years experience and a devotion to making unique, fun, well-engineered games

SKILLS

- Unity: 6 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 and editing

WORK EXPERIENCE

Software Developer, Independent and Small Contracts – Portland, OR **Duration:** 11/15 – 4/17, 9/19 – current

Led production of games in Unity and Adobe Flash, completing and releasing solo and team projects.

- Contracted for small projects, duties including complex UI for an online multiplayer store/lobby, 4X strategy game optimization, and front-end implementation of online multiplayer gameplay.
- Released web games with sponsorships from online portals (Armorgames.com.) Published Light Borrower on Steam.
- Developed tools: a Unity level editor and, using Python, a webcrawler and spreadsheet analyzer.

Unity Contractor – Once in a Blue Moon LLC, Oakland, CA (remote) **Duration:** 10/21 – 10/22

Developed the front-end of a mobile Chess variant, coordinating with the backend developer, artists, and stakeholders

- Engineered a UI and menu system for a competitive online multiplayer experience, including match-making, localization options and implementation, friend lists and more.
- Helped develop back-end data structures for tasks such as storing play history and matchmaking
- Coordinated with a remote team, choosing collaboration tools and teaching to co-workers unfamiliar with them

Gameplay Programmer – Square Panda, Sunnyvale, CA **Duration:** 7/18 - 7/19

Helped bring a flagship educational mobile game to release. Developed "mini-game" modules, supported deployment on iOS and Android, and provided maintenance.

- Prototyped two game modules from concept to completion and implemented ten more, finishing and polishing features and integrating art and other assets.
- Worked with an international team to maintain a consistent code base, surmounting language and time-zone barriers.
- Observed and assisted in live playtests, gathering gameplay and UI recommendations to be forwarded to the team.

Lead Developer – MAGIC Spell Studios LLC (CO-UP), Rochester, NY. **Duration:** 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 (**see Light Borrower below, project continued development until 6/18*).

- Architected and wrote code for a seamless experience that combined puzzles, hub-worlds, and narrative artifacts.
- Taught programmer the codebase and integrated the artist's and composer's tools into an effective production workflow.
- Held public playtests as well as remote playtests with automated feedback collection.

App Developer – High Performance Tutoring, Salt Lake City, UT. **Duration:** 9/14 – 10/15

Created 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 - *other projects available at jonahpulsipher.com*

Unity Game Development – Creative Lead

Title: Light Borrower **Role:** Project Lead **Duration:** 8/16 - 7/18 **Team Size:** 4

- Recruited a production team. 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. 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 actions.

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