

Jonathan Yuhas

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<http://www.jonathanyuhas.com/>

Experience November 2007 – November 2010 Ignition Entertainment Gainesville, FL

Designer on 'REICH'

- Design and documentation of systems and features for a AAA FPS, including puzzles, enemies, level events, and core mechanics
- Overseeing quality implementation of systems and features by level designers, artists, scripters and programmers
- Balancing gameplay
- Use of Unreal 3 Editor and Kismet scripting tool

January 2007 – August 2007 Florida Interactive Entertainment Academy @ UCF Orlando, FL

Lead Designer on *Master Plan*

- Responsible for creative direction of a 34 person student project over two semesters
- Direct management of 10 other producers/designers in charge of level design, UI, sound, special effects, cinematics and QA testing
- Creation of design documents
- Facilitating design meetings

Education August 2006 – October 2007 Florida Interactive Entertainment Academy @ UCF Orlando, FL

Master of Science in Interactive Entertainment

August 2001 - May 2005 Syracuse University Syracuse, NY

Bachelor of Fine Arts in Computer Art

Skills and Characteristics

- Proficient in a number of software suites including Adobe Photoshop, Adobe Premiere, MS Powerpoint, MS Project, Perforce, DevTrack, Flash and Lightwave 3D
- Experience Programming in C, C++, OpenGL, Python and Actionscript
- Experience developing games with Torque Game Engine and OGRE Graphics Engine
- Experience developing games using a SCRUM or agile development process
- Excellent knowledge of video games and movies including past, present, domestic and foreign releases

Interests Pixel art, nature/social/political documentaries, all types of design (UI, industrial, fashion, etc.)

References References are available on request