

Jonathan Yuhas

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

Experience November 2007 - Present Ignition Entertainment Gainesville, FL

Assistant Designer on Unannounced FPS

- Design and documentation of systems and features 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 Maya
- Experience scripting in C, C++, OpenGL, Python, Actionscript and Kismet
- Experience developing games with Unreal 3, Torque Game Engine and OGRE Graphics Engine
- Experience developing games using a SCRUM or agile development process
- Experience documenting on a Wiki
- Excellent knowledge of video games and movies including past, present, domestic and foreign releases

Interests Video games, movies, music, art/illustration, animation, nature and biology

References References are available on request