

JONATHAN BOWMAN

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STUDENT OF GAME DESIGN AND DEVELOPMENT

SKILLS

- C++
 - Version Control (Git, SVN)
 - C#
 - OpenGL and DirectX
 - Unity Engine
 - MonoGame/XNA
 - Adobe Flash
 - Autodesk Maya
 - ActionScript 3
 - Javascript
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WORK EXPERIENCE

SOFTWARE ENGINEER INTERN @ VISTAPRINT USA Lexington, MA June 2014 – August 2014

Responsibilities:

- Worked with the Manufacturing Software team to create a front-end application for factory workers at Vistaprint's global manufacturing plants
- Met with plant administrators to discuss manufacturing needs and goals

PRODUCT DEVELOPMENT INTERN @ CLASSROOM INC New York, NY June 2013 – August 2013

Responsibilities:

- Usability, user experience, and quality assurance testing
- Created and reviewed game design concepts for gameplay, UI, etc.
- Developed interactive prototype

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY Expected Graduation May 2015
BS Game Design and Development current GPA: 3.76/4.0

Relevant coursework:

- Game Graphics Programming (C++, DirectX)
- Game Software Development (C#)
- Data Structures and Algorithms (C++, OpenGL)
- 2D/3D Animation for Interactive Media (Maya, Flash, Unity)

SELECTED PROJECTS

MATH FUSION (UNITY, C#) Sep 2014 – Dec 2014

- A 2D educational math game for 2nd - 4th graders that sharpens basic arithmetic skills and encourages reverse problem solving.
- Worked in a team of four. Created the initial design and implemented the core math mechanics.

Z FIGHTER(DIRECTX11, C++) January 2014

- Worked in a team of 5 create a 3D game in which two players do battle from a 2D perspective using throwing weapons
- Responsible for much of the gameplay logic, implementation of Box2D, 2D art assets, animation system
- Project completed in one semester

SPACESHIP (UNITY, AUTODESK MAYA) Dec 2012 – Feb 2013

- Worked in a four person team to create a 3D spaceship environment
- Creatively simulated an animated texture effect for the monitors in the spaceship using Unity (as Unity Pro was not available) by hiding subsequent frames within the geometry itself

Awards

2014 GDC Narrative Summit Gold Finalist