

Jonathan R. Byrne

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Objective:

Obtain a game development position that leverages close collaboration with specialists in programming, design, art, and audio to produce quality virtual experiences.

Education:

Miami University, Oxford, OH

Bachelor of Science in Games and Simulation Development, May 2022

Minor - Computer Science

GPA - 3.59/4.0

Honors College, August 2018 - May 2022

President's List, May 2021

Dean's List, December 2019, December 2021, May 2022

Computer Skills:

Software - Unity, Unreal Engine, Blender, Ableton, Adobe Photoshop, GitHub

Languages - C#, C++, Unreal Blueprint, Java, Max 4 Live

Skills - Procedural Environment Generation, Particle Systems, Animation State Machines, Unreal Material Development, Music and Sound Effect Creation, 3D Modeling

Related Experience:

Indie Studio (Under NDA)

Playtester/Actor, June 2021 - Present

- Playtests new or experimental features to provide detailed feedback before those features are pushed to the live product.
- Performs minor acting roles under a director to produce trailers and marketing material.

Course Projects:

"It's Dark" Senior Capstone Project

Systems Designer/Developer, August 2021 - July 2022

- Engaged in design meetings and scope assessments for new features.
- Developed a procedural level generation system that's synchronous in a multiplayer environment.
- Designed lighting and particle effects that defined core gameplay systems and atmosphere.

Silent Partner Studios

Unreal Engine XR Media Developer, February 2022 - May 2022

- Collaborated with a client to produce XR content in Unreal Engine for musical performances in a diverse team from multiple disciplines.
- Implemented complex interactive components using Unreal Engine Blueprint that could be triggered by external software.

Other Work Experience:

Starbucks

Barista, August 2022 - Present

- Multitasks between food preparation, cash management, and support positions.
- Adapts to changing conditions within the store including new product launches, policy enforcement, and product availability.
- Responds to customer concerns and inquiries.

Accolades:

RECON Board Game Design Winner, Spring 2019