



JONATHAN NEWMAN

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Gameplay designer and programmer of several indie projects, striving to create interesting visual and interactive experiences through digital mediums.

Skills

Industry

Unity / C#
Version Control
Combat design
Data entry
Systems design
Game balance
Level design

Tools

Unity
C#
GitHub
Figma
Trello/Jira

Education

Simon Fraser
University
Sep 2019 - Jun 2024
Bachelor of Arts,
Interactive Arts and
Technology

Awards

Cody Sawatsky
Memorial Award in
Gaming
March 2023

HackerJam 2 Second
Place Winner
July 2020

Other Interests

Music production
Animation
Film

Experience

Game Designer and Developer for *Lost Radiance* (Jan. 2024 - Apr. 2024)

- Worked in a team of five people to develop a Zelda-inspired puzzle/adventure game in Unity over the course of 13 weeks as a capstone graduation project at SFU, themed around the manipulation of elements.
- Designed puzzle mechanics and respective puzzles to be used in unique dungeons themed around particular elemental interactions.
- Wrote scripts for and led playtesting sessions across three alpha builds of the game, gathering feedback on puzzle difficulty, controls, and affordances.
- Helped with the implementation of game mechanics and puzzle interactions for a final alpha build submission for the semester.

Lead Game Designer and Developer for *Paradox Rift* (Sep. 2023 - Dec. 2023)

- Worked with a team of five people to develop a small time travel VR puzzle game in Unity for SFU's IAT 445 - Immersive Environments
- Designed core puzzle elements and levels to encourage players to think spatially and temporally within an immersive VR environment.
- Developed technical frameworks for puzzle elements so that they could be implemented modularly with minimal effort.

Project Lead, Designer, and Developer for *Tower of Ash* (Sep. 2022 - Dec. 2022)

- Led a team of four people to develop a small Metroidvania/Roguelite game for SFU's IAT 410 - Advanced Game Design. Showcased at SFU's SIAT Fall Showcase 2022.
- Designed the core concept and mechanics with the intention to create a fast-paced, action-packed experience, most notably the time as health mechanic.
- Designed and implemented the main gameplay elements, including movement, combat, and progression, using Unity and C#.
- Helped write and maintain game design documentation to keep track of all important features for the game.

Junior Game Designer at Ludare Games Group (Jan. 2022 - Sep. 2022)

- Worked under the design lead to design gameplay features that fit the vision of an unannounced turn-based strategy roguelike.
- Wrote and maintained game design documentation to help keep track of all important features and their intended goals for the core gameplay loop.
- Designed character abilities for turn-based combat to align with each unique character's personalities and archetypes.
- Helped run internal testing sessions with the rest of the development team to test the core gameplay loop through the use of low-fidelity paper prototypes to rapidly iterate on game mechanics during design sprints.