Jonah Uyyek | Game Design, Art, and Writing

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Portfolio: coppermantiscreative.com

Skills and Interests

Programming Languages: C#, C++, C, JavaScript (Including Phaser and P5.js), Java
Game Engines and Tools: Source Engine, Unity Engine, Creation Kit, StarCraft II Galaxy Editor, Twine, GameMaker Studio
Other Software: Adobe Photoshop, Adobe Illustrator, Adobe XD, Git/GitHub, Substance Designer

Development Skills:
- Rapid Prototyping using digital and physical prototypes
- UI/UX design
- Interactive narrative
- User-centric design research and testing

Other Interests:
- Novel and short story writing
- Human rights and environmental justice
- Tabletop games

Game Development Experience

Radical Skewer Anarchy | Programmer, level designer, artist, writer | Nov. 2018 – Present
- Designing levels, programming gameplay elements, creating pixel art, and writing narrative content for the in-development adventure game *Savor Saber*
- Won awards for best visual art and worldbuilding at the UCSC Games Showcase
- Awarded the UCSC GameGo grant for experimental games research

Arcen Games | Level design contractor, beta tester | Oct. 2012 – Sept. 2015
- Designed levels for *A Valley Without Wind I* and *II*
- Beta tested *A Valley Without Wind II, AI War: Vengeance of the Machine, Bionic Dues,* and *The Last Federation*, reporting issues using the Mantis bug tracker

redMatter | Level designer | Apr. 2011 – Sept. 2013
- Designed levels for *Overwatch*, redMatter's asymmetric multiplayer mod for *Half-Life 2*

Other Experience

Amnesty International | Student group leader | Feb. 2014 – May. 2015
- Led groups of 2-12 students, organizing local campaigns to support international human rights causes

Generative Design Studio | Student researcher | Mar. 2016 – Apr. 2017
- Worked with Dr. Jim Whitehead at UC Santa Cruz, using Processing and P5.js to research techniques for producing generative art, demoing results at Santa Cruz Mini Maker Faire

Education

University of California, Santa Cruz - B.S. Computer Science: Computer Game Design, *Magna Cum Laude* (June 2019)