Jonathan Buresh
Game & Experience Designer

11311 Charnock Rd Los Angeles CA | (781-738-1106) | jonburesh@gmail.com | jonburesh.com

VALUES STATEMENT

My work stems from a passion for designing, building, and testing the best influential & engaging experiences for players.

RELEVANT SKILLS

Game Development
QA Testing, Playtesting, Level Design, Interaction / Experience Design, UI Design, Rapid Prototyping, Scripting, Agile & Scrum development

Development Software
Unity 3D, Blender 3D, UDK, Maya, Photoshop, Illustrator, Flash, GIT, SVN, Microsoft Office

Programming Languages
Python, Javascript, C#, C++, CSS, XML

EXPERIENCE

Founder & Game Designer - Team Aurora LLC   *2012 - Present*

Co-founded an independent game studio with a few colleagues. Currently developing several game projects including Grey: The Last Technology & Sintel The Game. Roles range from systems design to level design, with a small contribution to narrative design.

Interactive Designer - Emergent Media Center   *2011 - 2012*

Worked with a team to develop a mobile travel app for a client. Worked on the usability & interface of the application. Collaborated with graphic designers, programmers and other interactive designers to ensure the user got the best experience out of the app.

Level Designer - mODDular Studios   *2013 - 2014*

Worked on Quetz, a first person puzzle platformer revolving around the ability to grow and shrink objects. Responsible for teaching the player mechanics in addition to designing intricate levels that make use of multiple mechanics to ensure player mastery. Developed design direction through many hours of playtesting.

EDUCATION

Champlain College - Bachelor of Science, Game Design   *2014*