

JONATHAN REY BROOKS

CONTACT

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EDUCATION

**BFA in Interactive Design
and Game Development**
Savannah College of Art and
Design
August 2015 to May 2019

AWARDS

**ROOKIES 2019 GOTY
FINALIST**
IRON HORIZON
**SCAD GGJ 2019 BEST GAME
DESIGN**
MEMORIAM
**SCAD ENTELECHY 2019
BEST 2D GAME**
THE TOWER 2D
**SCAD ENTELECHY 2019
BEST BOARD GAME**
LUCKY DRAGON

RELEVANT SKILLS

- Unreal Engine
- Unity Engine
- C#
- Lua
- Jira
- Agile
- Github
- Perforce
- SourceTree
- Maya
- Premiere
- Illustrator
- Photoshop
- Mobile Dev
- Console Dev
- Combat Design
- UE Blueprinting
- Anim State Machines
- Prototyping & Scripting
- Documentation Writing
- First & Third Person Dev

WORK EXPERIENCE

Technical Designer

Funovus

May 2022 to February 2023

- Designed and implemented new heroes and features for a mobile game that garnered over 10k daily active users.

Software Tester II

Epic Games

January 2022 to May 2022

- Organized and acted as a resource for other testers while serving as a contact point between the lead and the team through the launch of UE5.

Software Tester

Epic Games

March 2021 to January 2022

- Tested the Unreal Engine through the launch of UE 5.0 Early access and 4.27, focusing on ad-hoc testing and daily smokes.

Web Designer

Renaissance Patisserie

June 2020 to October 2021

- Redesigned the look and functionality of their website, then continued to maintain and update it seasonally.

PROJECTS

Time Police

Technical Designer, Unreal

January 2021 to February 2022

- Developed features, such as the citizen generator and the Timewatch, while designing with specific intention toward the player's anxiety.

Iron Horizon

Technical Designer, Unreal

January 2019 to June 2019

- My role centered around the character gameplay, focusing on developing and iterating on aerial combat and movement.

The Tower

Combat and Technical Designer, Unity

September 2018 to June 2019

- Emphasizing the combat design of the player, bosses, and enemies, I built the technical side of the game, working with an artist for the visuals.