



Contact

Jonathan Rey Brooks

305-898-4430

jpreybrooks@gmail.com

jreybrooks.com

Work Experience

Game Developer [Feb. 2020 – Present]

OverScope Games

Worked as a game designer and Unreal developer for their upcoming Time Police game.

Software Tester II [Jan. 2022 – Present]

Epic Games

This role largely has me being a resource for other tools tester and the tools lead. I am expected to be familiar with the both the software and testers of the tools pillar in order to ensure smooth and informed testing.

Software Tester [Mar. 2021 – Jan. 2022]

Epic Games

Testing the Unreal Engine through the launch of UE 5.0 Early access and 4.27. My responsibilities included tasks such as ad-hoc testing and daily smoke passes as well as reporting on the daily build health of UE 5.0 Early Access.

Web Designer [Jun. 2020 – Oct. 2021]

Renaissance Patisserie

Redesigning the look and functionality of their website from the ground up. Post launch of the new website I worked to keep it up to date with seasonal changes.

Awards

Best Game Design

Memoriam

GGJ 2019 SCAD

Best 2D Game

The Tower 2D

SCAD Entelechy 2019

GOTY Finalist

Iron Horizon

Rookies 2019

Skills

Unreal Engine

Unity Engine/C#

Jira

Agile

Github

Perforce

Maya

Premiere

Illustrator

Photoshop

Mobile Dev

Console Dev

Combat Design

UE Blueprinting

Anim State Machines

Prototyping & Scripting

Documentation Writing

First & Third Person Dev

Education

Savannah College of Art and Design

BFA in Game Development [Aug. 2015 - May 2019]

Project Experience

BeatTap [Sep. 2020 - Oct. 2020]

Solo Developer

Developed in Unity BeatTap, is a rhythm mobile game released for Android. In the game players tap to the beat of the music while dodging the obstacles that come their way.

Iron Horizon [Jan. 2019 - Jun. 2019]

Systems Designer

Made in Unreal, my senior project aimed to create a game with satisfying ground to arial combat. While my role centered around the character gameplay, special focus was given to developing and iterating on the flight combat.

Search for the Gryphon [Jan. 2019 - Mar. 2019]

Game Tester & Unreal Developer

This SCAD VR ride aimed to create a completely immersive experience in and out of the headset. My main responsibilities on this project included testing the ride, setting up the projects Perforce host, and developing in ride interactables.

Memoriam [Global Game Jam 2019]

Game Designer & Unreal Developer

Worked with the other designers to create the overall structure of the game. Once established I focused on developing the Bike level, where players race down the street avoiding cars and other obstacles.

The Tower [Sep. 2018 - Jun. 2019]

Combat Designer & Unity Developer

Working on this 2D combat focused platformer my day to day was largely spent in the role of Unity developer for the project. When not developing in unity my focus was spent designing the combat for player, enemies, and bosses.