

JONATHAN REY BROOKS

WORK EXPERIENCE

Software Tester

Nintendo Technology Development (2023 - present)

- Working closely with developers on a small team doing both targeted and exploratory testing with a focus on feedback and rapid iteration.

Technical Designer

Funovus (2022 - 2023)

- Developed new heroes, features, and game modes for "Merge War," helping it reach over 10k daily active users and achieve over a million downloads.
- Contributed to "Pocket Shooter," a top-down rail shooter, tripling its user count during my involvement.
- Utilized Lua and a custom game editor to implement design choices and deliver weekly builds aligned with team decisions.

Technical Designer

OverScope Games (2020 - 2022)

- Designed gameplay mechanics in Unreal Engine, focusing on creating tension and decision-making under pressure.
- Lead rapid prototyping and balancing the game based on testing feedback.
- Served as the sole programmer, developing 3D UI and large-scale AI systems.

Software Tester I & II

Epic Games (2021 - 2022)

- Participated in the testing and release of three major Unreal Engine versions, including the rollout of Unreal Engine 5.
- Acted as a day-to-day go-to resource for a team of 8, handling testing assignments and answering their questions.
- Conducted ad hoc testing for special projects and built their test cases.

PROJECTS

Technical Designer

Blindsight, Unreal (2023 - current)

- Iterating on a third-person puzzle game, focusing on enemy manipulation and innovative camera perspectives.
- Utilized rapid prototyping to develop and refine new features.
- Collaborated with a small team to ensure cohesive gameplays.

Technical Designer

Iron Horizon, Unreal (2019)


- Developed ground-to-air combat mechanics, focusing on high-intensity action and player movement.
- Designed and tested objective-based levels, iterating based on player feedback.
- Created a fast-paced 3rd person shooter gameplay experience.

Combat and Technical Designer


The Tower, Unity (2018 - 2019)

- Developed a side-scroller featuring unique player movement and puzzle combat.
- Designed engaging enemy and boss encounters to reinforce player mechanics.
- Continuously iterated on design to ensure dynamic combat experiences.

CONTACT

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EDUCATION

Savannah College of Art and Design

Bachelor Of Fine Arts

- Interactive Design and Game Development

HARD SKILLS

- Unreal Engine and Unity
- Programming languages: Lua, C#, C++
- Technical design: character mechanics, animation, game systems, AI
- Rapid prototyping and iteration
- Source control: Github, Perforce, Source Tree
- Asset creation: Maya, Premiere, Illustrator, Photoshop
- Agile method: Jira, Google Sheets

SOFT SKILLS

- Gameplay Optimization
- Project Documentation
- Collaboration and teamwork
- Effective communication
- Problem-solving and troubleshooting
- Developed for: first person, third person, top-down, side scroller, mobile, VR

AWARDS

- The Rookies GOTY Finalist
- SCAD GGJ Best Game Design
- SCAD Entelechy Best 2D Game
- SCAD Entelechy Best Board Game