

JONATHAN REY BROOKS

WORK EXPERIENCE

Software Tester

Nintendo Technology Development (2023 - current)

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

Technical Designer

Funovus (2022 - 2023)

- Developed in Lua using a custom editor, I designed and implemented new heroes, features, and game modes for "Pocket Shooter" a top-down shooter and "Merge War" a strategy game with over a million downloads.

Technical Designer

OverScope Games (2020 - 2022)

- Working on "Time Police" in Unreal and designing specifically for player anxiety. Developing features such as the citizen generator and the player's watch, which they use to track and receive updates on their target.

Software Tester II

Epic Games (2022)

- Worked closely with the leads and other tester 2s to organize and manage daily testing while acting as a go-to resource for other testers on the team.

Software Tester

Epic Games (2021 - 2022)

- Performed detailed testing of the unreal engine, running daily smokes and ad hoc testing through several significant releases. Worked closely with devs on new feature testing and debugging complex issues.

Combat and Technical Designer

Flashpoint Studios (2019)

- I worked on "Iron Horizon" in Unreal, developing the character gameplay and working closely with the AI designer and others to create a cohesive combat experience.

PROJECTS

Technical Designer

Blindsight, Unreal (2023 - current)

- Developing a third-person puzzle game with a heavy emphasis on AI manipulation and camera perspective to affect the environment.

Combat and Technical Designer

The Tower, Unity (2018 - 2019)

- Developed the game's technical side with a special emphasis on the combat design of the player, enemies, and boss encounters. Though enemies could be moving or stationary, their design was always to encourage player movement, reinforcing the game's main mechanic.

CONTACT

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EDUCATION

**BFA in Interactive Design
and Game Development**
Savannah College of Art and
Design

AWARDS

THE ROOKIES GOTY

FINALIST IRON HORIZON

SCAD GGJ BEST GAME

DESIGN MEMORIAM

**SCAD ENTELECHY BEST 2D
GAME THE TOWER**

SCAD ENTELECHY BEST

**BOARD GAME LUCKY
DRAGON**

RELEVANT SKILLS

- Unreal Engine
- Unity Engine
- C#
- C++
- Lua
- Jira
- Agile
- Github
- Perforce
- SourceTree
- Maya
- Premiere
- Illustrator
- Photoshop
- Mobile Development
- Console Development
- Combat Design
- UE Blueprinting
- Animation State Machines
- Prototyping & Scripting
- Documentation Writing
- 2D Development
- First Person Development
- Third Person Development