

Jonathan Moriarty

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Education: University of Maryland, Baltimore County
Computer Science BS, Game Development Track
Visual Arts BA, Interactive Media Track
3.43 GPA, Honors College Certificate

Experience: **Software Engineer, Freelance (Unit-e Technologies) (May 2015-Present)**

- Designed and implemented content update system and creation tools for sending new game content to users across multiple platforms.
- Planned and realized expansive mobile product system to allow for customization of the game's monetization methods.
- Optimized portions of a large preexisting code base to improve performance for mobile ports.
- Improved several areas of the server backend to better handle high volumes of user requests.
- Automated imaging and configuring devices using Bash scripts.
- Assisted with community management and demonstrating games at industry trade shows.

Programmer, Pure Bang Games (January 2011-April 2015)

- Responsible for rapid prototyping several internal projects in ActionScript 3, Haxe, and C#.
- Corrected errors and made several improvements to a large preexisting code base.
- Participated as an effective team member on projects for multiple clients.
- Performed extensive work on gameplay systems, controls, development of design tools, art integration, visual effects, performance optimization, backend integration and social media integration.

Project Lead, Programmer and Designer, Independent Project "Lost Cave" (2014-Present)

- Directed a small team to create a prototype at the Global Game Jam that won several Jam Site awards.
- Responsible for player controls, gameplay logic, game design, and visual effects.
- Selected to showcase at the Smithsonian Institution "Indies from the Middle" event, Baltimore Artscape's Gamescape, and the 2018 MAGFest Indie Videogame Showcase.

Project Lead, Programmer and Designer, UMBC Senior Games Project "Derelict" (2013)

- Created a proof of concept gameplay demo that was selected by a group of industry mentors for full development.
- Responsible for player controls, gameplay logic, interactive objects, and game design.
- Coordinated team members and set schedules for development using Agile development practices.
- Integrated Oculus Rift support into the game after the capstone project ended.

Skills:

Languages: *Proficient:* C#, C, Bash, SQL, PHP, JavaScript, ActionScript 3, Haxe
Prior Experience: C++, Java, Python, HTML, CSS, Assembly Language (IA-32)

Software: *Proficient:* Unity3D, Git, Sourcetree, SVN, Visual Studio, MonoDevelop
Prior Experience: Unreal Engine 4, CVS, Mercurial

Topics: Game Development, History & Theory of Games, Computer Algorithms, Advanced Graphics for Games, Databases, Artificial Intelligence, Linear Algebra

Honors, Awards, and Activities:

Technical Book Chapter Contributor, *Level Design: Processes and Experiences*, 2016
Jam Site Award Winner, Global Game Jam, 2011-2016
Unity Certified Developer, 2016-Present
IGDA Board Chairman, Baltimore Chapter, 2015-Present
IGDA Board Member, Baltimore Chapter, 2014-2015
President, UMBC Game Developer's Club, 2010-2012

References Available Upon Request