

Jonathan Cui (崔雨航)

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Education:

Champlain College, Burlington, VT, USA

Bachelor of Science in Game Design | Anticipated completion: May 2025

- Focus in Gameplay Design

University of Rochester, Rochester, NY | Attended 2017 - 2020

Shanghai Medical College, Fudan University, Shanghai, China | Attended 2016 - 2017

Attributes:

Game Design Skills: Proficient with design documentation, visual scripting, and systems design.

Team Oriented: Experienced collaborator with Agile development projects.

Critical Thinker: Enjoys solving technical, design, and user problems on a variety of projects.

Technology Skills:

- C++, C#
- Unreal Engine 5, Blueprints
- Unity
- Figma, Inkscape
- Git, SVN
- Confluence, Jira, Redmine

Game Projects:

Systems/UI Designer

Poly Vinyl Pests! | IDX Legends, Burlington, VT, September 2024-Ongoing

- Worked as a combat and UI designer on a team of 9 to create a 3D, two player, top down twin stick shooter themed around bugs and plastic waste in Unity.
- Contributed to developing the controls.
 - Documented the movement, abilities, and attacks of the player characters in the Google Suite.
 - Implemented documented abilities and attacks into Unity with C#.
 - Iterated implementation of control scheme throughout the project with formal playtester feedback.
- Created the UI for the game.
 - Developed the layout for each game state with tools such as Figma and Inkscape.
 - Created style guidelines for the UI elements through Google Suite and collaboration with artist team members.
 - Contributed various UI assets into the Unity project by utilizing Figma, Inkscape, and GIMP
- Compiled and analyzed feedback from multiple formal playtests utilizing tools available in Google Suite, such as Google Forms and Google Sheets.

Combat Designer

Liminal Detective | Team Forsaken Hearts, Burlington, VT, January 2024-May 2024

- Worked as a combat designer in a team of 10 creating a third person action game set in a fantasy-noir theme in Unreal Engine 5.
- Created and defined the game's systems, including primary attacks, enemy behaviors, item behaviors, and core combat loop.
 - Collaborated on creation of the game's systems with other designers on the team.

- Implemented the primary player attacks and item behaviors with Unreal Engine's Blueprints scripting.
- Utilized Unreal Engine 5's Behavior Tree to implement enemy AI and behavior.
- Compiled and analyzed feedback from formal playtests with tools available in Google Suite.
- Collaborated and resolved challenges with teammates throughout the project with Agile practices such as daily scrums, retrospectives, and work meetings.
 - Utilized tools such as Confluence, Jira, and SVN to aid in collaboration of the project.
- itch.io page: <https://antennasunite.itch.io/liminal-detective>

Systems Designer

Sidewalk Fish | Team Pool Table, Burlington, VT, October 2022-December 2022

- Worked as a Designer on a team of 5 creating a dexterity based board game for children ages 5+.
- Created and refined the game's ruleset, game pieces, and board design.
 - Utilized Fusion 360 to create the 3D printed game pieces used for the game.
 - Prototyped the initial board designs utilizing Inkscape.
 - Collaborated with artists to refine the board design.
 - Documented the game's ruleset to create accessibility to new players with Google Suite.
- Compiled and analyzed feedback from formal playtests with tools available in Google Suite.
- Engaged in Agile production duties, including organizing meetings, logs, stories, and team tasks.
 - Utilized the Redmine project management system to complete production duties.

Systems and Level Designer

Nopeski Slopeski | Teamski Twoski, Burlington, VT, March 2023-May 2023

- Worked as a Designer on a team of 5 to create a 2D top down skiing game that utilized an alternate control system created with a trackball in Unity.
- Created game systems, object placement for the randomly generated obstacle modules, and refined camera and player feedback.
 - Documented game systems with Google Suite.
 - Utilized Unity's Prefab Asset system to implement a randomized obstacle system that is fair and balanced.
- Collaborated with other team members using Agile practices.
 - Coordinated with Programmers to develop tools and systems within Unity.
 - Coordinated with the Sound Designer to synchronize obstacle speed with the soundtrack.