

Jonathan Cui (崔雨航)

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Education:

Champlain College, Burlington, VT, USA

Bachelor of Science in Game Design | Completed May 2025

- Focus in Systems Design

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

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

Skills:

- C++, C#, AutoHotkey
- Unreal Engine 5, Blueprints
- Unity, C#
- Adobe After Effects, Kdenlive
- Inkscape
- Git, SVN
- Confluence, Jira

Game Projects:

Systems/UI Designer

Poly Vinyl Pests! | IDX Legends, Burlington, VT, September 2024-May 2025

- Worked as a combat and UI designer on a team of 15 to create a 3D top down twin stick shooter themed around bugs and plastic waste in Unity.
- Collaboratively developed the control scheme with programmers, including the movement, abilities, and attacks of the player characters.
 - Documented, both visually and in writing, the movement, abilities, and attacks of the player characters, using the Google Suite and visual documents such as Inkscape to communicate intended design to all members of the team.
 - Implemented documented abilities and attacks into Unity with C#.
 - Continued to iterate implementation of control scheme throughout the project with formal playtester feedback.
- Utilized communicative documents, such as visual design documents, to create the UI layout for each game state, UI assets, and style guidelines for the UI elements along with the artists.
 - Implemented artist's assets into the game utilizing Unity's canvas system.
- Internally playtested the game, bug hunted, and submitted a plethora of bug fixes to the codebase.
- Utilized spreadsheets of upgrades and other variables to keep track of implemented features.
- Iterated on the game feel and balance by directing weekly local and blind playtest sessions, creating response forms, and analyzing user feedback and data created from said sessions.
- Implemented work processes such as agile development, scrum, and related tools such as Jira to achieve above goals each sprint over the course of the project.
- Developed and iterated on the pitch for the prototype with the team, in order to successfully pass the internal greenlight process of the wider organization and proceed with full production of the project.
 - Utilized tools such as Google Slides and Inkscape to create slide decks and create art assets for said slide deck.

- Steam Link: https://store.steampowered.com/app/3554420/PolyVinyl_Pests/

Combat Designer

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

- Worked as a combat designer in a team of 10 creating an Unreal Engine 5 third person action game set in a fantasy-noir theme.
- 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 movement, attacks, abilities, and item behaviors with Unreal Engine's Blueprints scripting.
 - Created visual effects using the Niagara VFX system in Unreal Engine 5
 - Utilized Unreal Engine 5's Blackboard behavior tree system to contribute to implementation of enemy AI and behavior.
- Documented designer documentation such as enemy behavior flowcharts, game state flowcharts and documentation, and game concept documentation.
- 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.
- Play on Itch.io: <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 to create a fun experience.
 - 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.
- Documented the required design requirements through written or visual tools such as Google Docs, Inkscape, and 3D printing software, such as Cura.
- Engaged in Agile production duties, including organizing meetings, logs, stories, and team tasks.
 - Utilized the productivity toolset included in Redmine, including creating and maintaining the internal wiki, and participating in the project management tools to create and complete stories, tasks, and sprints.

Additional Work Experience:

Part-time, Acuiderm MSO LLC, New York, 2020-2026

- Maintained computer systems for Acuiderm's five medical offices in the Greater New York area.
- Managed and secured 28 years of operational data.