

Jonathan Yuhas

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<http://www.jonathanyuhas.com/>

Experienced designer and programmer motivated by the potential of interactive software to change the culture of art and education - particularly through the ability to model and manipulate systems.

Experience 2012 - Present Shadow Health Inc. Gainesville, FL

Unity Developer

- Design and programming of college-level nursing education software
- Lead designer of five 'concept labs' covering topics like heart sounds, asthma drug interactions and patient communication
- Research nursing-related subject matter, including interfacing with subject matter experts for efficacy and accuracy
- Write code that passes peer review and meets unit/automated/regression testing standards
- Collaboration in multidisciplinary teams including instructional design, writing, QA and art

2011 - 2012 University of Florida Gainesville, FL

Interaction Design Developer

- Design and programming of NSF funded educational games in Flash and Unity, including two games in a series about plagiarism and one about the nano scale
- Mobile app design and layout for both iOS (Xcode) and Android (Eclipse)
- Support of research and academic initiatives, including guest lectures about game design

2010 - present Vested Interest LLC Gainesville, FL

Co-founder, Co-designer and (Only) Programmer

- Started a little two-man "garage band" developer with a friend
- Released two Flash games on Kongregate and Newgrounds with over 500k plays total
- Played an instrumental part in getting the second game, *simian.interface*:
 - Ported from Flash to Unity
 - Published to the iOS App Store through Chillingo
 - Self-published in the Humble Store and accepted for release on Steam
 - Displayed in a dedicated arcade cabinet at an art exhibition and around town

2007 – 2010 Ignition Entertainment Gainesville, FL

Game Designer on *Reich*

- Design, documentation and balance of systems and features for an unreleased AAA FPS, including puzzles, enemies, level events, and core mechanics
- Use of Unreal 3 Editor and Kismet scripting tool

Education 2006 – 2007 Florida Interactive Entertainment Academy @ UCF Orlando, FL

Master of Science in Interactive Entertainment

2001 - 2005 Syracuse University Syracuse, NY

Bachelor of Fine Arts in Computer Art

Skills**Programming**

- C# (3+ years)
- Unityscript (3+ years)
- ActionScript (3+ years)

Applications

- Unity (3+ years)
- Photoshop (15+ years)

Miscellaneous

- Game Design (10+ years)
- UI & Layout Design (3+ years)
- Sound Design (3+ years)
- 2D Animation (1 year)
- iOS Distribution (1 year)
- Font Editing (<1 year)
- AI Behavior Trees (<1 year)

Awards***simian.interface***

- 2013 IndieCade Finalist
- 2014 Out of Index Selection

Interests

Art, indie games, film, nature/social/political documentaries, all forms of design, running, the outdoors

References

References are available on request