

# Jon Lew

[jonlewkf@cmu.edu](mailto:jonlewkf@cmu.edu)

(215) 300-9154

<http://jonlewkf.tk>

- Objective** Seeking a co-op opportunity in gameplay programming for fall 2014.
- Skills**
- Languages** ..... C#, C++ (OpenGL), Objective C, Java, ActionScript, Javascript
- Game Engines/Platforms** ..... Unity3D, ImpactJS, Ogre3D, Chipmunk2D, Flash
- Relevant Coursework** .....Intro to Computer Networking, Game AI
- Experience**
- Touch Dimensions** **Singapore**  
Intern (Game Design and Programming) Jul 2012 – May 2013
- Contributed to the post-release development of Autumn Dynasty, a real time strategy game with thousands of troops being rendered onto the battlefield in a traditional Chinese calligraphy art style.
  - Designed and implemented features for the game's iPhone build, including the user interface/experience for smaller screens and 2 new multiplayer maps in Orge3D/C++.
  - Proposed and piloted a new game replay capture system, which records, processes and renders the most exciting segments of gameplay into video format using C++, Orge3D, OpenCV and OpenAL.
- Explosive Barrel** **Singapore**  
Intern (Team Leader, Level and Boss Design, Programmer) Mar 2010 – May 2010
- Collaborated with Ubisoft in the development of a Flash promotional game for Prince of Persia, a side scrolling endless runner that utilizes the Prince's powers.
  - Led a 3-man team in the design and coding of two levels and the AI for end-of-level bosses, based on game mechanics determined by Explosive Barrel and Ubisoft.
- Projects**
- Locanimals** **Pittsburgh, PA**  
Programmer, Game Designer Jan 2014 – Present
- Create new features for Locanimals, an iOS mobile game that allows players to interact with creatures that grow and change based on their daily lives - Think Foursquare meets Pokemon.
  - Design and build quest system and other supplemental systems (data analytics, battle, achievement systems) to deepen and enrich gameplay and influence players' real-life behavior.
- Giant** **Pittsburgh, PA**  
Producer, Programmer, Game Designer Nov 2013 – Dec 2013
- Created a virtual reality 3D Lemmings experience where users take the view of a giant wielding a spoon to help goblins attack a castle of evil humans, eating humans along the way in Unity3D/C#.
  - Designed and implemented an experience that combined a physics sandbox, breakable objects and triggered events using the Oculus Rift and PS Move controller.
- Education**
- Carnegie Mellon University, Entertainment Technology Center** **Pittsburgh, PA**  
Masters of Entertainment Technology Expected Graduation: December 2014
- National University of Singapore** **Singapore**  
Bachelors of Computing (Honors) in Communication and Media Aug 2009 – May 2013
- University of California, Santa Cruz** **Santa Cruz, CA**  
Exchange Abroad Program Reciprocity Student, Game Design Major Jan 2012 – Jun 2012