

Julian Toker, Game Designer

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Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

Master of Entertainment Technology, May 2016

Saint Vincent College, Latrobe, PA

Bachelor of Science, Physics, May 2012

Skills

Game Design: System Design – Level Design – Playtesting – Experience Design – Rapid Prototyping

Communication: Writing – Public Speaking – Team Development

Languages: Python – C# - JavaScript – HTML5 – CSS

Software: Unity 3D – Git – Photoshop – Audition

Utility: Adv. Calculus – Linear Algebra – Musical Performance – Sculpture – Certified HAZMAT First Responder

Experience

Carney+Co, Greensburg, PA

July 2012-July 2013

Software Engineer

- Designed and implemented Carney+Co's first game title
- Programmed smartphone apps for clients and internal use
- Built web pages using designers' mock-ups

Academic Projects

Building Virtual Worlds, September 2014 – December 2014

- Acted as a sound designer on five successfully implemented projects
- Rapidly prototyped game worlds in one, two, and three week sprints
- Worked successfully with individuals from diverse backgrounds
- Designed game mechanics, interactions, and game levels

Personal Projects

Seven Seas, April 2014

Board Game, Game Designer

- Designed and prototyped game mechanics
- Conducted play testing to improve game play
- Implemented a polished prototype in twelve hours
- Judges Choice Award, 2014 Pittsburgh Board Game Jam

Sub Helper, January 2014

Ruby on Rails Application, Programmer

- Created a web application to help teachers and substitute teachers communicate more effectively
- Collaborated with two Pittsburgh area school teachers to determine product specification
- Implemented final product in forty-eight hours
- Presented finished product to a teachers' conference held at Carnegie Mellon University

Cultivate, November 2013

HTML5 Game, Game Developer

- Designed and coded game systems
- Collaborated with Schell Game's staff to improve game play and visuals

