

Ronald M. Burgess

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Education

Quinnipiac University

May 2015

- BA – Game Design & Development , BS – Computer Science
 - Overall GPA – 3.6 / Major GPA 3.79
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Experience

BRAX 2.0 – Personal Game Project

March 2015 – Present

Co-Developer, Co-Programmer, Co-Designer

- Designing and developing a sequel to BRAX for multiple platforms.
- Designed and implemented a physics system for all objects and their interactions.
- Developing an easy to use level editor for back-end developers and front-end users.

ABG Rush - RWJF Funded Game Project

January 2015 – Present

Lead Developer, Lead Programmer, Designer, UI Design

- Designing and developing an open-source educational game funded by the Robert Wood Johnson Foundation that is being translated to multiple languages.
- Worked with nursing faculty from Quinnipiac University and Southern Connecticut State University to gain feedback and ideas for possible gameplay mechanics.
- Created wireframes and developed a user-friendly interface.
- Implemented all front and back-end functionality.

ABG World Wide – Game Prototype

November – December 2014

Team Lead, Lead Designer, Programmer, UI Design

- Designed and developed an educational game prototype to meet client specifications.
- Designed and developed interfaces and programmed all functionality in final version.
- Scheduled team meetings, prioritized development tasks and their deadlines.
- Earned the opportunity to develop a grant-funded game on the same topic: ABG Rush.

BRAX - Game

October 2014

Lead Designer, Programmer, UI Design, Audio Design

- Created a 2D puzzle platformer with a unique death mechanic.
- Designed gameplay mechanics and levels with different ways to utilize them.
- Created and edited all sounds and music, and implemented them within the game.
- Designed user interface and implemented all functionality.

OMNI Reboot - Internship

June – August 2014

Designer, Developer, Programmer, UI Design

- Designed and developed a game to promote a line of action figures and increase sales.
 - Worked closely with project owner to create prototypes with Agile methodology.
 - Coordinated with different members of the team to keep project tasks on schedule.
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Skills

- **Management** – Agile Workflow, Trello, Git, Google Drive, Dropbox
 - **Programming** – Object Oriented, C#, Java, C++, ActionScript 3.0
 - **Development** – Unity Engine, Adobe Flash, Parse Cloud, GameMaker Engine
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Awards & Honors

- Quinnipiac University Dean's List from 2012-2015
- Game Design & Development Senior Award for Outstanding Game Management