

# Ronald M Burgess

RonMB.com – RonMBurgess@gmail.com

## **Experience Summary:**

- Designed, coded and implemented levels, missions, mechanics, and story elements during the development lifecycle of several products.
- Utilized 2D and 3D modeling software such as Adobe Illustrator and Maya to visually present concepts and ideas to teammates and other necessary parties.
- Created documentation for products and their assets; improved efficiency of development for various products by creating and utilizing organizational tools such as task lists and Gantt charts.

## **Skills & Knowledge:**

- Design – Research, Storyboarding, Wireframing, Rapid Prototyping, Level Designing, Game Balancing, Debugging
- Organization – Agile Workflow, Git, Gantt Charts, Task Lists
- Programming – Object Oriented, Event Driven, C#, Java, C++, Actionscript 3.0
- Development – Unity Engine, Adobe Flash, Adobe Photoshop, GameMaker Engine

## **Professional Experience:**

### **Quinnipiac University School of Nursing: Gaming the System**

**January – September 2015**

*Lead Developer, Lead Programmer, Game Designer*

Unity Engine | C# | XML

- Instrumental to the design and development of ABG Rush, a 2D educational game for the PC/Browser funded by the Robert Wood Johnson Foundation.
- Performed research on similar games to incorporate their strengths and avoid their pitfalls in designs of both gameplay mechanics and user interface.
- Performed extensive research on subject material (Arterial Blood Gas), compiled findings into notes for team members to better understand the material, and find best ways to teach.
- Spoke to target users, gathered and prioritized their feedback to refine gameplay mechanics, visual appearance, and development tasks.
- Designed and implemented a way to support multiple languages using C# and XML.
- Organized and streamlined content and data for the development pipeline.
- Acknowledged for identifying current and future issues and providing successful solutions.

### **JerrickVentures: OmniReboot Internship**

**June – December 2014**

*Lead Developer, Lead Programmer, Game Designer*

Unity Engine | C# | NGUI

- Laid the foundation for Romper Zombie, a 3D action combat game for the PC/Browser.
- Designed and implemented a quest creator that allowed multiple steps, alternative methods of progression and a system to track progress and award achievements.
- Designed and built: game levels, an action combat system with branching attack combinations, visual effects like blood splatter, User Interface, and implemented NPC and player animations.
- Coordinated with managers and members of multiple teams to maintain deadlines and prepare content for the development pipeline.

### **Quinnipiac University Polling Institute**

**October 2012 – May 2013**

*Survey Research Telephone Interviewer*

- Conducted interviews with Americans from all walks of life all over the country.
- Recorded reviewee responses and input relevant information into computer applications.
- Answered inquiries from interviewees about Quinnipiac University Polling Institute policies and how the polling process worked.

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## **Game Project:**

### **Independent: Rookfall**

**February 2016 – Present**

*Co-Developer, Co-Programmer, Co-Game Designer*

Unity Engine | C# | XML

- Co-created a puzzle game for mobile devices including iPhone, iPad, Android devices and Kindle.
- Coordinated communications between team members, administered and conducted playtests, and organized feedback to prioritize future development cycles.
- Conceived an efficient way for all team members to create, view, and manipulate game-required data and implemented it with C# and XML.
- Utilized a combination of Unity Engine's default capabilities and the LeanTween engine to shred processing overhead and reduce development time while creating animations and visual effects.
- Created game assets and promotional material with Adobe Photoshop and Illustrator.
- Designed initial 50+ levels of varying difficulty for successful proof of concept.

## **Game Project:**

### **Quinnipiac University Senior Project: Adaptive Learning in Game AI**

**November 2014 – May 2015**

*Lead Developer, Lead Programmer, Lead Game Designer and Lead UI Design*

Unity Engine | C#

- Studied and researched multiple methods of adaptive learning for artificial intelligence and then designed and developed my own version.
- Designed and developed a 2D top-down shooter to test my adaptive learning theory & formula.
- Created all assets including but not limited to art, user interface, and sound effects.
- Performed testing on with multiple users to collect feedback for game tweaks and data to update my Adaptive Learning formula.

## **Education:**

2015 BA, Game Design & Development, Quinnipiac University

2015 BS, Computer Science, Quinnipiac University

## **Leadership/Awards:**

2015 Game Design & Development Senior Award for Outstanding Game Management

2015 Graduated with Cum Laude honors from Quinnipiac University