

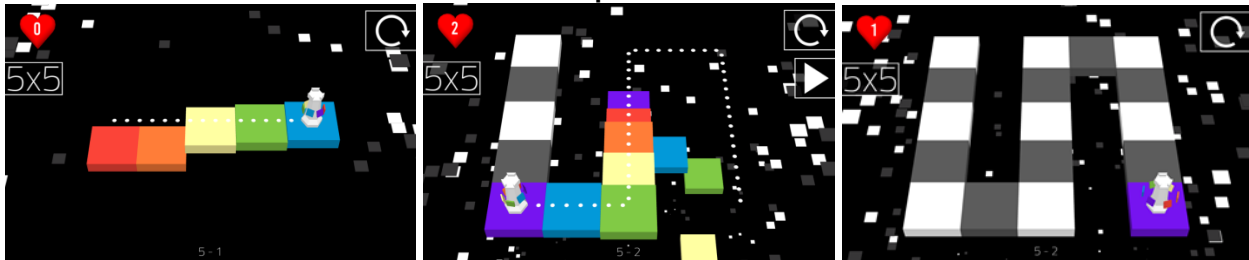
Ronald M Burgess
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Co-Developer, Co-Designer Unity Engine | C# | XML February – November 2016

Rookfall is a simplistically challenging puzzle game coming to the mobile marketplace for iOS and Android devices as well as PCs. Rookfall features 300 levels and hours of eureka-inducing gameplay. Rookfall was conceptualized and developed during my time in the independent space. This product had a team size of 2.

See more at: <http://www.rookfall.com>



ABG RUSH

—Gaming the System—

Lead Developer, Designer Unity Engine | C# | XML January – September 2016

ABG Rush is a video game funded by an Innovation Grant from the Robert Wood Johnson Foundation that aims to teach nursing students about Arterial Blood Gas Analysis. ABG Rush is the product of a year-long collaboration between both Quinnipiac University's School of Nursing and the Game Design and Development program. This product had a team size of 5.

See more at: <http://www.ronmb.com/abg-rush.html>



Ronald M Burgess

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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 development efficiency 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

- Integral to the design and development of ABG Rush, an educational game for the PC/Browser funded by an Innovation Grant from the Robert Wood Johnson Foundation that aims to teach nursing students about Arterial Blood Gas Analysis.
- 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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Independent Work:

Rookfall (rookfall.com for information)

February – November 2016

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 as well as Windows and Mac computers.
- Coordinated communications between team members, administered and conducted both public and private play-tests, 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 art assets and promotional material with Adobe Photoshop and Illustrator.
- Designed initial 50+ levels of varying difficulty for successful proof of concept.
- Filmed and edited gameplay footage into game trailers featured on website and YouTube.
- Managed community outreach and social media with Newsletters on updates, and content for Facebook page and YouTube channel.
- Handled communications between third parties such as review websites.

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