# Jonathan Carlson

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## Objective

To obtain employment in the Game Design Industry focusing on Programming, Technical Ui Design, VFX, and/or Graphic 2D Design to use and improve my skills.

## Education

**Fitchburg State University**                                    Fitchburg, MA
Bachelor of Science in Game Design                               May, 2021

**Montachusett Regional Vocational Technical School**            Fitchburg,MA
Information Technology                                            May, 2017

## Academic Profile

- Game Design Workshop
- Advanced Game Design Workshop
- 3D Game Development
- Game Level Design
- Game Narrative Design
- Fiction Writing
- Web Design
- Remote Controlled Electronics
- Server Maintenance
- Pc Repair/Building
- Node-Based VFX
- Layer-Based VFX

## Technical Skills

Unity | Unreal | Adobe Photoshop | Adobe Illustrator | 3DS Max | Maya | Procreate | Microsoft Suite |

Garage Band | C# | HTML | Javascript | CSS | Mobile/PC Repair | Zbrush| Davinci Resolve| After-

Effects | C++ | Linux | MacOS | Windows Server | PcPro | React | Redux

## Experience

July 2021-Present
**Software Engineer | Johnson Controls|Westford,Massachusetts**
- Worked on conversion of old C++ system into Next Generation product written in C#.
- Participated in weekly scrums and company sprints for managing and assigning tasks.
- Collaborate with team member to ensure sub-systems worked properly together.
- Programed in C#, C++, Javascript, React, and Redux.
- Ensure all scripts are neatly commented and easy to read, ensuring company guidelines were met.
- Participated in programming front-end to fit UI design teams templates for user friendly software.

January 2021-Present
**Owner/Executive Producer/Lead Programmer | Typhon Studios|Fitchburg,Massachusetts**
- Built and maintain company website.
- Run scrum sheets and company sprints for managing and assigning tasks.
- Collaborate with team members and board to make decisions to best suit the company's future.

- Program in C# and C++ for games built by company.
- Ensure all scripts are neatly commented and easy to read.
- Assign QA to test and ensure bug testing and fixing happens in an orderly fashion.

January 2021-May 2021

**Graphic Designer/Programmer/Internship | Monadnock Media|Hatfield, Massachusetts**
- Coded back-end and created integrations into Unity using Graphql and Strapi.
- Worked as a team to create multiple iterations of an interactive for public use.
- Created multiple renditions of graphics and concepts for approval before final renderings.

May 2017-January 2021

**Graphic Designer/Web Designer/Server Tech | Appleseed Business Machines|Fitchburg, Massachusetts**
- Worked on graphic for POS systems including backgrounds and UI buttons for the interfaces.
- Built and designed multiple websites for company.
- Designed logos for gift cards and manager cards per locations request.
- Built and maintained company and client servers (web servers and file servers).
- Supported clients on a technical level.