

JONATHAN HUNT

•ghostworks.design@gmail.com •ghostworksdesign.ca

OBJECTIVE:

To make great games with newcomers and veterans alike, contributing my skills and experience to the industry with the very same passion I have for video games themselves.

SKILLS AND EXPERIENCE:

- ❖ **Competent in a variety of digital and traditional artistic methods**
- ❖ **Range of styles; draw and paint realistically and cartoon**
- ❖ **Adobe Creative Suite, Autodesk 3D Studio Max**
- ❖ **3D game art and 2D pixel/vector/bitmap graphics**
- ❖ **Writing: prose and technical documentation**
- ❖ **Animation and storyboarding**
- ❖ **Game design, user interface design, corporate branding, web design, character art**
- ❖ **QA testing for web and games**

VIDEO GAME EXPERIENCE:

Shiv City (indie): *Graphic Designer, Audio Designer (2011)*

- ❖ Special effects, game mechanic and graphic design on web game *Shiv City*
- ❖ Digitized concept art, created audio tracks and sound effects, UI design, testing

Code of War (Huge Monster Games): *QA Testing (2011)*

- ❖ QA Testing for a social RTS game (facebook)

Bolts & Blip: Lunar Gladiators (OctoStudios): *Art Direction, Product Management, (2010-2011)*

- ❖ Art Direction on an iOS game project; established standards for art pipeline
- ❖ Management of animators, modellers and testers
- ❖ Consolidated testing data and bug reports

GAME ON: FINANCE, X-Summit, inPlay (Interactive Ontario): *Volunteer, (2010-)*

- ❖ Volunteer for Interactive Ontario's gaming events and seminars
- ❖ Help organize events, manage new volunteers
- ❖ Receive invaluable experience and knowledge from industry veterans

GAME RELATED ACHIEVEMENTS:

- ❖ Participant in TOJam 6. Created a fully functioning game in under 72 hours
- ❖ Dean's List at George Brown College (for Graduate Game Design)
- ❖ 3rd Place Winner in *GameArtisans.org* 2D Sprite competition "Infest Station"
- ❖ 1st Place Winner in *CGChat.com* 3D game art competition "Symbiotic Relationship"
- ❖ Honourable mention in various game art competitions

JONATHAN HUNT

•ghostworks.design@gmail.com •ghostworksdesign.ca

OTHER PROFESSIONAL EXPERIENCE:

Manwin Canada: *Graphic Designer (2008-2010)*

- ❖ Web and graphic designer for an affiliate marketing firm in Montreal
- ❖ Communicated between design and sales departments to coordinate tasks and resolve issues
- ❖ Pioneered file organization, naming conventions and pipeline modifications for integration by web programmers. Reduced average integration time from 2 days to 10 hours
- ❖ Site QA testing

SHB Corp: *Graphic Designer, Web Integrator (2009)*

- ❖ Personally selected by CEO of Manwin to help launch marketing firm
- ❖ Provided branding, graphic and web design, site integration and training of new employees

Social Butterfly Events: *Graphic Designer, Illustrator (2006-2008)*

- ❖ Designed promotional materials for popular events in Montreal's nightlife scene
- ❖ Additional branding and promotional materials for local restaurants

WellDrafted Consultants: *Graphic Designer (2004-2005)*

- ❖ Lead Designer at a Montreal web firm
- ❖ Designed templates for websites & branding packages for small businesses

EDUCATION:

George Brown College: *Digital Design - Game Design Postgraduate (2010-2011)*

- ❖ Specialization in art direction
- ❖ Co-managed undergraduate game developers and testers

Sheridan College: *Applied Arts Diploma - Illustration (2000-2003)*

- ❖ Illustration program, with emphasis on digital design
- ❖ Independent study of animation while attending
- ❖ Teaching assistant for computer design classes (Adobe Creative Suite)

