Technical Designer

JERRY T. JOHN

Prototypes speak louder than words. And there are no difficult problems; only new ones.

CONTACT

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ENGINES

- Unity
- Unreal
- Godot
- Cocos2d-x

LANGUAGES

- C#
- Javascript
- C++
- Python

SKILLS

- Puzzle Dsn
- Level Dsn
- Narrative Dsn
- Procedural Animation

OTHERS

- Good listener
- Fast learner
- Team player

PROFILE

I wanted to become a Physics professor at some point. I enjoyed teaching, and I wanted to lecture about the nature of Space-Time and the Mathematics that describes the behaviour of electromagnetic fields. Then a wormhole opened up and a deranged looking man with curly white hair and bloodshot eyes stepped through, slapped me across my face and said, “Don’t do it kid.” Then he took the rest of my pizza, flipped me off, and disappeared back through the wormhole.

I’ve given it some serious thought, and have found that what I really enjoyed about Physics and Maths was the problem solving involved. But that wasn’t enough. I also wanted to tell stories, design puzzles, and create art that moved people in meaningful ways. And if I’m being honest with myself, I am a lot more competent at and passionate about these things than I would ever have been in my pursuit of Physics.

Game Design is my chosen pursuit of happiness.

WORK EXPERIENCE

Present 2019 — *Technical Designer - Byju’s, Think and Learn Pvt Ltd*

Working as Technical Designer in India’s largest Edutech company. Used editor scripting to build a pipeline that helps make alphabet tracing games with a Bezier Curve editor in Unity. Currently working with Computer Vision tech to build physical-digital toys and games.

2018 2017 — *Facial Animation Programmer - Universal Orlando*

Universal Orlando built an interactive attraction for their new waterpark, “Volcano Bay”. They needed to lip sync a character in real time with facial mocap data from a live, speaking performer. Made it happen with Xbox Kinect facial captures, blendshape interpolations and some clever Math I used to lip-read.

2016 2015 — *Programming Intern - Schell Games*

Worked on “I Expect You To Die”, a virtual reality (VR) escape-the-room puzzle game that lets you step into the world of an elite secret agent. Helped implement prop interactions and object hints to guide players stuck at puzzle dead ends.

EDUCATION

2016 2014 — *Carnegie Mellon University- Master of Entertainment Technology*

Studied Game Design and Entertainment Technology at Carnegie Mellon University, Pittsburgh. Spent 2 years learning what makes compelling, challenging and memorable interactive experiences. Worked on diverse teams in a project based curriculum focused on rapid prototyping, teamwork, and iteration. Mentored by industry leads like Jesse Schell, author of “The Art of Game Design”.

2013 2010 — *Bachelor of Physics - St. Stephen’s College*

Studied science with honours in Physics at St. Stephen’s College, New Delhi. Well versed with mathematical concepts pertinent to game development, such as Linear Algebra,Trignometry, Vectors, Quaternions, Matrices, Probability, and Calculus. Enjoy learning new things to gain deeper mathematical insight. Good at problem solving and delight in creating interesting problems to solve.

SIDE PROJECTS

Ying-Yang, Indie Puzzle Game

Currently developing a spacial reasoning puzzle game about symmetry and simultaneous control of two spheres with mirrored controls and movement.

Thomas de Kat, children’s novel

In the process of refinining the second draft of a children’s novel about a cat with nine lives trying to catch the moon. Themes about ambition, pride, death and perseverance.

Mathematical Art - Procedurally guided portraits

I enjoy making wedding portraits for my friends. I use image processing techniques that enable me to create portraits from dice, string, Rubik’s cubes, and other everyday objects. I also code fractal generators and watch pretty recursive patterns emerge.