

# Bryant Drew Jones

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Bridging artistic and technical sensibilities to design pick-up-and-play video games for both new and existing audiences.



## Game Design Experience

### WOMP!

2009-2010

Microsoft Game Studios & Centre for Digital Media

- ▣ Lead game designer on a collaborative multiplayer vehicular platformer for the Xbox 360
- ▣ Secured pioneering development grant from Microsoft Game Studios under the mentorship of Don Mattrick
- ▣ Designed and engineered an accessible interaction system that can be played with only one button
- ▣ Bridged team communications between artists and engineers

### Unannounced Action Game

2009

Electronic Arts: Black Box

- ▣ Assistant game designer on a new AAA action game IP for the Xbox 360 and PlayStation 3
- ▣ Developed backstory, look and feel, and combat design for 25 unique enemy characters
- ▣ Restructured and managed the team's wiki-based documentation
- ▣ Balanced and tuned weapons, enemy attacks, enemy health, and player health

### Precipice

2009

U.S. Department of Energy & Centre for Digital Media

- ▣ Game design and interaction scripting on an accessible 3D adventure game about environmental sustainability
- ▣ Designed puzzle sequences, feedback systems, and progression points
- ▣ Bridged communications between story, art, and tech leads on an interdisciplinary team of 7

### HoloH

2009

Centre for Digital Media

- ▣ Conceptualized, designed, and implemented a physical/digital party game played with an Xbox 360, a 108" x 72" projection screen, and a warehouse full of flexible human bodies
- ▣ Rapidly prototyped and developed the game in 2 weeks in a team of 2
- ▣ Expanded the game playing audience through social and physical gameplay mechanics

# Education

Centre for Digital Media (Vancouver, BC, Canada)  
Masters of Digital Media

2008-2010

- ▣ Professional multidisciplinary master's degree with a focus on team-based project learning
- ▣ Demonstrated creative leadership on real world video game projects elicited from industry

University of California, Irvine (Irvine, CA, USA)  
B.Sc., Informatics

2004-2008

- ▣ Interdisciplinary study of the design, use, applications, and implications of technology
- ▣ Undergraduate research bridged the gap between technical, social, and artistic sensibilities

## Technical Skills

### Languages

- ▣ C# / .NET / XNA
- ▣ Java
- ▣ Python
- ▣ Ruby
- ▣ Scheme
- ▣ Wiki Markup
- ▣ XHTML
- ▣ XML

### Evaluations

- ▣ Cognitive walkthroughs
- ▣ Focus groups
- ▣ Participant observation
- ▣ Playtests
- ▣ Semi-structured interviews
- ▣ Surveys

### Development Tools

- ▣ Adobe Photoshop
- ▣ Agile / Scrum / XP
- ▣ CVS / Perforce / SVN / Trac
- ▣ Eclipse
- ▣ Microsoft Office
- ▣ Microsoft Visual Studio
- ▣ Microsoft XNA Game Studio
- ▣ Unity 3D

## Honours

- ▣ Electronic Arts Scholarship, 2009
- ▣ ELAN Award for Best Student Video Game (Deguiyu), 2009
- ▣ Electronic Arts Entrance Scholarship, 2008
- ▣ Donald Bren School of Information and Computer Science: Outstanding Contribution to Research Award, 2008
- ▣ Dean's Honour List, Fall 2004, Winter 2005, Fall 2005, Spring 2006, Fall 2006, Winter 2007, Spring 2007, Fall 2007, Winter 2008
- ▣ Donald Bren School of Information and Computer Science Research Scholarship, 2007
- ▣ Summer Undergraduate Research Fellowship in Information Technology, 2006
- ▣ Summer Undergraduate Research Program Fellowship, 2005