JONATHON SHERWOOD

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JONATHONSHERWOOD.COM

Professional Summary

Dedicated and passionate game developer recognized for consistent award-winning designs. Lauded for contributions in a variety of projects utilizing multiple years of game development experience at all levels. Committed to improving both self and team through incorporating feedback into all aspects of development.

Skills

- Technical Writing
- Unity
- Systems design
- Unreal Engine
- Content design
- C#/C++

Work History

Student Associate Game Designer 05/2021 to Present
Blizzard Entertainment – Irvine, CA

- Designed and instituted the overhaul of a key feature that impacted multiple systems in the game
- Created new baselines for a large portion of core content and implemented all related content
- Collaborated with professionals across multiple disciplines to generate feedback and improve designs

FWS Game Programming Tutor 11/2020 to Present
University of Advancing Technology – Tempe, AZ

- Mentored and guided students in improving their game development skills

Founder 02/2020 to 5/2021
Autumn's Dawn LLC – Tempe, AZ

- Singlehandedly designed and developed all aspects of a completed and shipped game

Cyber Security Staff Sergeant 01/2014 to 11/2018
Air Force – Ramstein AB, Germany

- Conducted weekly trainings, authorizing access to critical information systems for over 400 personnel
- Authored 10 briefings and training procedures that were incorporated throughout the DoD
- Performed risk analyses and security countermeasures for all of Europe and Africa DoD systems

Education

University of Advancing Technology – Tempe, AZ
Bachelor of Arts: Game Design, Expected in 05/2022
Bachelor of Science: Game Programming, Expected in 05/2022
Bachelor of Science: Advanced Computer Science, Expected in 05/2022