Jonathan M. Beffel

5345 E McLellan Rd #29 Mesa, AZ 85205
480.353.1236   jonathan@beffel.info

Qualifications and Skills	
	Unity3D Engine (scripting, debugging, scene editing and optimization, asset importing, deployment, shaders, animating, shuriken)
	Unreal Engine (material editor, Unreal Script, kismet, matinee)
	Intel XDK (iOS and Android app development and deployment using HTML5, CSS and JavaScript)
	3ds Max & Maya (modeling, texturing, animating, rigging, tools scripting)
	Havok Vision Engine (game coding in c++, manual & visual shader editor, material editor, particle effects, post processors)
	OpenGL(GLSL) & DirectX (HLSL), RenderMonkey, FX Composer
	Visual C, C++, C#, Objective C, JavaScript, HTML, CSS, Perl, PHP, Unix, Assembly, MySQL
	Test Track, Jira, Redmine, Perforce, Subversion (SVN), Git

Education

September 2008	The Art Institute of Phoenix	Phoenix, AZ
	Bachelor of Arts, Visual & Game Programming	

Experience

May 2014 - Current	TAE Technologies	Gilbert, AZ
March 2013 - March 2014	3000AD, Inc	Plantation, FL
November 2012 - January 2013	Angry Lime Entertainment	Gilbert, AZ
August 2011 - November 2012	Trefun Studios	Gilbert, AZ
March 2010 - January 2011	Dark Comet Games	Mesa, AZ
April 2009 - March 2010	Cheyenne Mountain Entertainment	Mesa, AZ
February 2007 - March 2007	The Arizona Renaissance Festival	Gold Canyon, AZ
September 2002 - December 2002	Merlo's Cutlery	Santa Barbara, CA
May 2000 - August 2000	Software.com	Santa Barbara, CA

Projects

Fire Fighter Mobile	May 2014 - Current	Designer / Programmer
Line Of Defense MMO	March 2013 - March 2014	Junior Game Developer
Line Of Defense Tactics	May2013 - February 2014	Developer Support
For The People	August 2011 - November 2012	Lead Engineer
Stargate Resistance	March 2010 - January 2011	Designer / Quality Assurance
Stargate Resistance	August 2009 - March 2010	Level Designer
Stargate Worlds	April 2009 - August 2009	Technical World Builder Intern
Game Jams 7-13	July 2007 - April 2009	Prototyper