



# Jonathan Pin

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Sound Designer | Level Designer | Game Designer

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## Summary

I am an incredibly passionate game designer determined to make experiences that make players smile. I have 5 years of game design experience, constantly improving my current skills and always hungry to learn more. I love just about every aspect of making a game, from designing to testing. Nothing makes me happier than seeing players enjoy something I made or helped make.

## Skills

- Project Management
- Adaptability and Flexibility
- Strong Communication
- Empathy
- Teamwork
- Time Management
- Loves getting feedback

## Tools

- Unity engine
- Fmod
- Adobe Suite
- Clickup
- Audacity
- Google Sheets / Excel
- C# programming language
- Maya

## Interests

- Violin
- Lego collecting
- Hiking and exploring
- (and of course) playing videogames

## Education

### Honours Bachelor of Game Design

Sheridan College Sept 2019 - April 2023

GPA: 3.82 / 4.0

## Work Experience

### Junior Developer

Battlegoat Studios May 2022 - Sept. 2022

### Cashier & Grocery Clerk

Fortinos Supermarket Ltd. July 2016 - Jan. 2022

## Relevant Projects

### **Fandominion | Sept. 2022 - Current**

*Sound Designer | Character Controller | Generalist*

- Created and edited sound effects and voice lines
- Designed and created unique character controllers
- Had a hand in most other aspects of the project

### **Galactic Ruler | May 2022 - Sept. 2022**

*Sound Designer | Level Designer*

- Created and edited sound effects for ships
- In charge of planet composition & appearance
- Aided in design discussions, playtested often