



# JON MURRAY

## ABOUT ME

I am a NYC based Game Designer with two years of professional experience from start ups to design agencies. I'm searching for an entry-level job as a Game Designer, Technical Designer, or Level Designer. Willing to relocate.

## CONTACT INFO

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## SKILLS

Unity 3D  
C#  
Git  
Virtual Reality  
Unreal Engine  
Blueprints  
Photoshop  
Illustrator  
InDesign  
Maya  
Substance Designer

## EDUCATION

**Parsons School for Design** 2015  
B.F.A. Design + Technology: Game Design Track  
**CUNY Manhattan** 2012  
A.A.S. Multimedia Programming and Design

## EXPERIENCE

**IBM, NY, NY** October 2016 - November 2016  
Game Designer and Developer  
Designed and developed for virtual reality games and experiences using Unity, C# and HTC Vive.

**ESI Design, NY, NY** March 2016 - October 2016  
Game Design Intern  
Created game design documents and digital prototypes using Unity 3D, C#, Unreal Engine 4, and Blueprints.

**ESC Game Theater, NY, NY** April 2016 - June 2016  
QA Playtest Facilitator  
Facilitated play tests and gave feedback to the development of Cube Ball, Bee Racing, Robot Basketball, and Fruit Tattoo before being shipped.

**Urbacraft, NY, NY** August 2015 - January 2016  
Game Design Intern  
Designed and created a subscription-based board game for a client that needed to add gamification to their product.

**Playford Games, OC, CA** October 2013 - February 2014  
Game Design Intern  
Redesigned game for a more accessible user experience.

## PROJECTS

[Ready Made Exhibition: A virtual reality thesis exhibition](#)  
[Urbacraft: The world crafting system in the palm of your hands](#)  
[Dada: A game made with all free assets from the internet](#)

## ACHIEVEMENTS

[Ghosts of DUMBO, Featured on CNET.com](#) 2016  
NYC X Design Fair 2015 : Concept: Process 2015

## AWARDS

Parsons Academic Honors B.F.A. Scholarship Annual  
Parsons Academic Dean's List B.F.A. Scholarship Annual  
Parsons Merit Award University Grant Annual  
CUNY Manhattan Graduated with Honors 2012

## EXHIBITIONS

XRC Labs Demo Day 2016  
Play Crafting Spring Expo Fair 2015  
Games 4 Change, Presenter 2015