Jonah Lovell

Wide range of development experience, ability to work within and coordinate every step of interactive digital production.

□ 503-580-7817

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in linkedin.com/in/jonah-lovell-4774a4119

WORK EXPERIENCE

Environment Artist Intern Pixelfoot Games

03/2018 - 12/2018

Remote

Small Independent Game Studio

Achievements/Tasks

 I created FPS maps in N64 style (for "Dark Data" on Steam) and performed minor gameplay programming

Contact: Pat Flannery - pat@pixelfootgames.com

Project Manager/Game Developer Kwest

07/2019 - Present

Remote

Mobile AR Studio

Achievements/Tasks

 I manage client-based studio projects as well as perform general development work (programming, technical art, animation, QA, etc.)

Contact: Omeed Shams - omeed@kwest.studio

EDUCATION

Digital Communication Arts Oregon State University

2016 - 2019 Corvallis, OR

SKILLS

Game Design

VR/AR Development

NOTABLE PROJECTS

Dark Data (09/2019)

 N64 style local FPS inspired by 007 and Perfect Dark. Required a wide variety of props, clothing items, and levels all based in an original but authentic N64 visual style.

JBL Quantum VR (03/2020)

 VR wave shooter created for the 2020 SXSW expo in Austin. The experience was completed prior to the event's cancellation and meant to be played on the show floor.

Boots on the Moooo'n (05/2020)

 WebGL frogger-style 8bit arcade game created for Ben & Jerry's. This project required a strong scoring system in order to establish a leaderboard of top players. Played over 50k times.

Astro's Adventure (Personal) (07/2021)

Vertical slice 3D/VR platforming game created to develop my skills and experiment with platforming in VR.

Mixed Fitness (04/2021)

Wall-projected fitness experience created as a proof of concept for a developing franchise-based fitness company. This project required the combination of several custom environments, a green-screen instructor, and a tightly programmed fitness routine.

INTERESTS

Video Production/Film

Tennis