



# JONATHAN BANDHU

## GAME DESIGNER

### PROFILE

A passionate designer who enjoys creating games and unique experiences for the player, with a devotion to quality, attention to detail, and striving for excellence in all tasks taken

### SOFTWARE

UNITY	MICROSOFT EXCEL
JIRA	MICROSOFT PROJECT
CONFLUENCE	MICROSOFT WORD
BLENDER	ADOBE AUDITION
UNREAL	TRELLO

### AWARDS

BEST OVERALL GAME - 2017 DETECTIVE VR 3RD PLACE	LEVEL UP STUDENT GAMES SHOWCASE Recognized for being one of the best games developed overall
TECHNICAL INNOVATION - 2017 DETECTIVE VR 2ND PLACE	LEVEL UP STUDENT GAMES SHOWCASE Recognized for excellent use of technology and demonstrating true innovation

### INTERESTS

PHOTOGRAPHY	FOOTBALL
TRAVELLING	MUSIC
COOKING	MOVIES
VIDEO GAMES	WORKING OUT

LONDON, ONTARIO

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HE/HIM

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### WORK EXPERIENCE

#### LEAD QA NOV 2017 - PRESENT PROJECT(S)

My Singing Monsters: Playground  
My Singing Monsters: Dawn of Fire  
Chaos Reborn: Adventures  
Concert Kings: Idle Music Tycoon  
Foregone

#### GAME DESIGNER/PRODUCER SEPT 2016 - APR 2017 PROJECT(S)

Detective VR

#### GAME DESIGNER/SOUND DESIGNER JAN 2016 - MAY 2016 PROJECT(S)

Nate's Nemesis: Monster Attack

### TRAINING

#### GAME DESIGNER JUN 2020 - PRESENT PROJECT(S)

Project Fall Fight

#### BIG BLUE BUBBLE, LONDON

Creating test cases and ensuring content updates are thoroughly tested for issues  
Revitalized the entire Dawn of Fire economy for a major content update  
Developed an entire GDD for a mobile-to-switch project  
Working in a collaborative effort with the team by delegating tasks and communicating with the dev team

#### SIXTY FORTY GAMES, OAKVILLE

Developed and designed an immersive experience on the HTC Vive where the player is a Detective who looks for evidence in crime scenes and interrogate suspects  
Created an 8-month plan to develop and launch the game on time as well as lead weekly scrums and daily standups  
Wrote and recorded original music and foley as well as recorded voice actors in a professional studio

#### SHERPA GAMES, OAKVILLE

Developed and designed a survival game where you play as a monster attacking major cities around the world and fight off attackers  
Wrote and recorded original music and SFX to create an immersive experience that fits each major city

### EDUCATION

#### GAME DESIGN - BA SEPT 2013 - APR 2017 PROJECT(S)

Detective VR  
Hurry Up, Level Up  
Sticks and Stones  
Piles of Isles

#### PROJECT MANAGEMENT - CERTIFICATE JAN 2020 - AUG 2020

#### SHERIDAN COLLEGE, OAKVILLE

Created a bunch of compelling games/prototypes for multiple gaming platforms, using industry-standard tools  
Obtained skills and detailed knowledge of every aspect of game development, from initial design to publishing  
Learned to communicate in a collaborative environment and being able to critically think on innovative ideas

#### SHERIDAN COLLEGE, OAKVILLE

Learned the fundamental concepts and principles of project management to navigate projects from start to finish  
Understands the role of project scope and time management as well as quality and risk  
Utilized project management software to schedule and control a project using different development styles

#### GENERAL ARTS AND SCIENCE - CERTIFICATE SEPT 2012 - APR 2013

#### SHERIDAN COLLEGE, OAKVILLE

Experienced a multidisciplinary program learning about all the social sciences  
Developed confidence and built strong academic, communication, and research skills  
Understand and utilize critical thinking processes and problem-solving techniques