

Joshua Nuernberger

17024 McKeever Street, Granada Hills, California 91344

Cell: [818.486.8452](tel:818.486.8452)

Email: thejburger@gmail.com

Web: www.thejburger.com

OBJECTIVE: Seeking an internship in the video game industry, with an emphasis on storytelling and game design.

PROJECTS

Gemini Rue / **Project Lead; Designer, Writer, Developer, Artist, Programmer** January 2008 – February 2011

- Student Showcase Award Winner, 2010 Independent Games Festival (Game Developers Conference).
- Showcased at E3 2010 with IndieCade and at the Eurogamer Expo 2010 with the Indie Games Arcade.
- Game of the Year: Best Adventure of 2011 (PCGamer, Gamespy), 18th Best Game of 2011 (Wired).

Chatroom / **Project Lead; Designer, Writer, Developer, Artist, Programmer** July 2008

- Programmed AI chatbot with natural language processing to respond to user input via narrative construct.
- Created entirely in one week for One Room One Week V competition.
- 15th Best Freeware Adventure Game of 2008 Award winner, of independent gaming website, www.indiegames.com.

EXPERIENCE

Jet Propulsion Laboratory, La Cañada Flintridge / **Intern** June 2011 – Present

- Designed game mechanics, concept art, and interfaces for two Kinect-integrated projects based on Mars Robotics and NASA Space Camp.
- Worked with Unity game engine, programming in C# to develop Saturn V launch game into playable form

Wadjet Eye Games, New York City, New York / **Project Lead; Designer; Developer** August 2010 – Present

- Project lead on commercial computer game, *Gemini Rue*, in coordination with team of artists, musicians, voice actors, and quality assurance testers under release deadline for independent development company.
- Coordinated with German publishing studio Daedalic on German publication with full voice over and text integration into German language.

Jirbo, Incorporated, Los Angeles, California / **Intern/Artist** July 2009 – August 2010

- Designed, tested, and helped develop iPhone applications for start-up iPhone company.
- Illustrated over 30 high quality backgrounds for iPhone online role-playing-game, *Sovereign*.

ACHIEVEMENTS & SKILLS

- Student Showcase Award Winner (*Boryokudan Rue*, UCLA), 2010 Independent Games Festival.
- Designed and developed original independent video games since 2002, using Adventure Game Studio.
- Featured work in *PC Gamer*, *Game Developer Magazine*, *Wired.com*, *IGN*, *A.V. Club*, *Ars Technica*.
- Authored article, "Visually Directing the Player," used in Carnegie Mellon's Entertainment Technology Center, Graduate Level Game Design Course, Spring 2010 & 2011 and Michigan Tech University's HU3885: Introduction to Game Design, Fall 2010.
- Proficient in illustration, concept art, game design; Experienced in custom scripting engine, with syntax based on and very similar to standard Java/C#/C++; knowledge of Unity, Maya, Processing, HTML, CSS.

EDUCATION

University of California, Los Angeles Fall 2008 – Present

Design | Media Arts; Overall degree progress GPA: 3.87

Expected date of graduation: December 2012

Related coursework: Gaming; Interactivity; Animation; Screenwriting; Visual Communication

HONORS & ACTIVITIES

- UCLA Design | Media Arts Undergraduate Show Award & Dean's Award May 2011
- Elaine Krown Klein Scholarship Recipient March 2011
- UCLA Dean's Honors List Fall 2008, Winter 2009, Fall 2010 – Present
- UCLA Student Groups - Christian Students Fall 2008 – Present
- National Merit Scholarship Semi-Finalist Winter 2007