



JOHN KEES

Jonathan Kees - Game Design ba Student @HTW Berlin

Hi, I'm John.
I'm an enthusiastic **Game Programmer** and **Game System Designer** from Berlin.
I love creating experiences for other people to enjoy and I love helping others to do the same!

Right now I'm looking for a six-month internship and I would love to work for you, learn from you and be part of your team.

skills

Programming

C# ●●●●●○○ 5 years
C# for Unity ●●●●●○○ 2 years
Java ●●●●○○○ 2 years
Python ●●●○○○○ 1 year
Python for Maya ●○○○○○○○ 1 course

German ●●●●●●●● native

Tools

Unity ●●●●●●○ 2 years
Maya ●●●●○○○ 1 year
Git ●●●●○○○ 2 years
Gimp ●●●●○○○ 7 years
Photoshop ●●●○○○○ 2 years

English ●●●●●●●● C2

experiences

Bright and Brutal (3D)

Real-time Strategy meets First Person

Game Design, Game Programming
three-person team - 4 months

Elizabeth (VR)

a narrative puzzle game about a family in 1930s Chicago

Game Design, Game Programming
six-person team - 4 months

Shelter (Boardgame)

a strategic 1v1 boardgame

Game Design, Art
solo project - 3 weeks

Project Tartarus (mobile) (2D)

a procedurally generated mobile game about mining and multitasking

Game Design, Game Programming
three-person team - 3 months

What else?

passionate Pen&Paper Game Master & player, cycling, drawing, games (board and video)

Project Tartarus

multitasking drillactions

about

Project Tartarus

multitasking drillactions

Mobile multitasking! Try to manage 3 screens at once and navigate, sort and upgrade your way down through endless procedurally generated layers of stone, valuable veins and dangers.

Platform: mobile
Time Period: 3 months
Team: 3 people
My Jobs: Coding, System Design

Made as part of my curriculum @HTW-Berlin



Me discussing features with my team in front of our Kanban board in the De:Hive Studios

experiences

What I learned:

- How to solve hard disagreements within a team
- How to find and distill the essence of a game system



Intensive playtesting put our Game Mechanics to the test and assured consistent quality

Project Tartarus was my first big games project. It introduced me to a lot of workflows and means of communication I still use to this day.

I was responsible for the procedural aspect of the game, writing systems to generate the environment through which players move. I also played an integral part in connecting the systems of my team members and assuring robust and well documented code.

What I got better at:

- Teamwork ++
- Game System Design ++
- Unity ++
- C# ++
- Git new Skill

conclusion

It was a hard but also fun and fruitful journey. About 660 hours we coded, tested, discussed, revised and tested again. In the end I'm very proud of what we accomplished!



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Bright and Brutal

conquer concrete

about

Bright and Brutal

conquer concrete

Real-time Strategy meets first person. Control three drones and fight your way through a brutalistic complex. Allies and enemies are of the same make so you have to be strategic to stay alive.

Platform: PC
Time Period: 4 months
Team: 3 people
My Jobs: Coding, System Design, Art

Made as part of my curriculum @HTW-Berlin



Think first then act - strategic first person action

I developed everything but the combat system. I was responsible for feedback, UI, several satellite mechanics, the sound implementation, level design and whatever else had to be done to connect the game together.

Since our sole artist was occupied with creating the main models for the game I also took on some art-related tasks in designing the environment and miscellaneous objects within it.

Since I took over almost all other tasks my team members could focus on getting the combat system and the drone model - which were very important for the game - just right.



Me presenting the game at HiveFive2017

experiences

What I learned:

- How to create engaging feedback systems that guide the player through gameplay
- How enabling team members to concentrate on what they are good at makes them bring their A-Game

What I got better at:

- C# ++
- Unity ++
- Game System Design ++
- Git ++
- Teamwork ++
- Visual Shader Scripting new Skill

conclusion

We wanted to amalgamate RTS and First Person and with our resources I think we did a pretty good job! In the ~720 hours working on this project I learned a lot and had a lot of fun!



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Elizabeth

a narrative VR puzzlegame

about

Elizabeth

a narrative VR puzzlegame

Delve into the household of Edward and Evelyn Warren, a couple from 1930s Chicago, and piece together their past.

Platform: PC
Time Period: 4 months
Team: 6 people
My Jobs: Coding, System Design

Made as part of my curriculum @HTW-Berlin



I developed characters to be emotive looking at the player or objects they are presented with and to gesture to their dialogue



Me presenting the game in front of costudents and professors

I worked with 5 artists on this project which means I did all the coding.

Since other team members were interested in Game Design I created a lot of design tools. This meant that I could focus on functionality while others could balance the game and implement assets into the game without needing to know how to code.

In that style I developed a dialogue system, that could be fed dialogue with animation and audio-cues via plain text files for example.

experiences

What I learned:

- How to write systems even Non-coders can use to implement their assets
- How to plan and develop complex system from the ground up

What I got better at:

- C# ++
- Coding for VR new Skill
- Unity ++
- Game Design for VR new Skill
- Game System Design ++
- Teamwork ++



Conventional subtitles don't work in VR, so I came up with another way of displaying text. This allowed us to have dialogue in the game without the need for expensive voice acting.

conclusion

This was a challenge. Working all on your own is straining and I would much rather work in a team. But still I believe I conquered it and I'm very proud of the game. (Worktime ~800h)



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Workflows

how I have worked so far



Through **Playtest-sessions** with members of the target audience we can better understand what works and what needs to be addressed in the proceeding development process



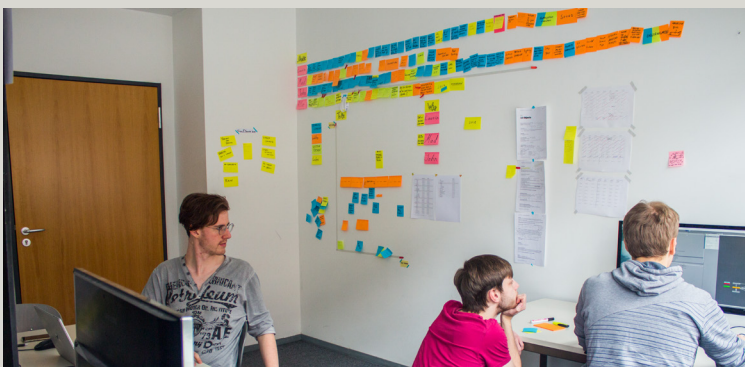
Analogue prototyping enables me to convey 3D-concepts like level designs with great ease to the team and discussions about systems become hands-on, almost eliminating communication errors



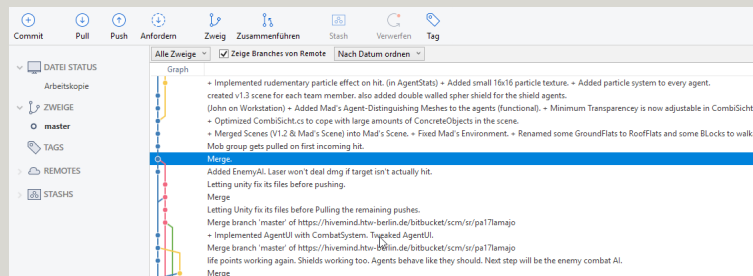
Regular team meetings help me keep track of what everyone is doing, how the project is progressing and what needs to be done next.



In a **project journal** I keep track of everything I do, ranging from notes I take during play-test-sessions and team meetings all the way to detailed diagrams of the systems I'm currently working on;



An **analogue Kanban board** helps me and the team to track tasks, what is currently being developed and who is responsible for what system. Team meetings are often held in front of the Kanban board to determine what tasks are urgent and what feature can wait for example.



A Git Repository is crucial in a team with multiple coders. The added benefit of Version control has made git an essential part of my workflow. I have used BitBucket with Sourcetree with a simplified git-Flow for all my projects thus far

conclusion

Making games is my passion. It is hard but I love every part of it. One day I will open my own studio and until then I will work hard and improve every day!

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