

# Jonathan S. Hartstein

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## Objective

Contract or Full-time Game Programmer, iPhone Developer, or Technical Artist position

## Titles Released

- ~ **Gravity Sling** (iPhone – 2009)
- ~ **Lifeboat** (iPhone - 2009)
- ~ **Vans Sk8: Pool Service** (iPhone - 2009)
- ~ **Mike V: Do or Die** (iPhone - 2010)
- ~ **StealthType Calc** (iPhone – 2010)

## Software

- ~ Objective-C, C++, C#
- ~ Gamebryo, PhysX, ODE engines
- ~ Facebook Connect, Twitter API
- ~ Visual Studio, Xcode, Unity-iPhone
- ~ Adobe Flash, ActionScript 3.0
- ~ OpenGL
- ~ Synchro, XCode Subversion clients
- ~ WiiYourself! API
- ~ Autodesk Maya, Maya C++ API, MEL
- ~ Adobe Photoshop, After Effects, Soundbooth, etc.

## Work Experience

### PyroMonkey Productions

August 2009 to Present

Founder

Denver, CO

- ~ *GravitySling*  
Programmed Core Physics/Motion, Collision detection, Level design (Objective-C)
- ~ *StealthType Calc*  
Programmed calculator functionality using existing code-base (Objective-C)
- ~ *Mike V: Do or Die*  
Programmed Music picker, Loading indicators, Fixed Camera issues (Objective-C, Unity)
- ~ *HApC Designs*  
Programmed Flash Website, Image Cycler (Actionscript 3.0) <http://hapcdesign.com>

### Fuel Industries

January 2009 to August 2009

Game Programmer

Denver, CO

- ~ *Programmed UI* ~ Menus, statistics, sound effects, data tracking, Xcode-Unity communication, Facebook and Twitter integration (Objective-C, Unity, C#, Interface Builder)
- ~ *Programmed Game play* ~ Object motion, event detection (Unity)

### Winning on Wall Street

December 2004 to November 2006

Radio Show Producer, Graphic Designer

Boulder, CO

- ~ *Produced Radio Show* ~ Mixing board, interviews, created commercials, phones
- ~ *Produced CD-ROM collection* ~ PowerPoint presentation, audio editing, sync
- ~ *Designed* ~ DVD insert, brochures, newsletters, CD labels, marketing emails

### Weeden and Company

Summer 2001 and Summer 2002

Computer Programmer

Greenwich, CT

- ~ *Programmed* ~ Database monitoring application, File search application (C++, VB)

## Education

### University of Pennsylvania

August, 2008 ~ Philadelphia, PA

Master of Science ~ Computer Graphics and Game Technology

### Vanderbilt University

May, 2003 ~ Nashville, TN

Bachelor of Science ~ Computer Science and Philosophy majors, Guitar minor

## Projects and Coursework

Wiimote PC game prototype, Maya smoke plug-in, Animated shorts, Physics simulations, Ray tracer, AI