

Jonah Warren

Game Design, Interaction Design & Development

A creative technologist and educator who specializes in the design and creation of playful interactive systems. Areas of interest include interaction design, experimental game design, audiovisual systems, iterative design, information visualization, alternative interfaces, and education.

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EDUCATION

Parsons School of Design, New York, New York ↗ 2003
Masters of Fine Arts degree in Design and Technology
Honors: Valedictorian, Dean's Scholarship
Thesis: Unencumbered Full Body Interaction in Video Games ↗

Bowdoin College, Brunswick, Maine ↗ 1999
Bachelor of Arts degrees in Computer Science and Visual Art
Honors: Magna Cum Laude, James Bowdoin Scholar, Dean's List

SELECTED EXPERIENCE

Quinnipiac University, Hamden, Connecticut ↗ 2014 - now
Assistant Professor of Game Design and Development
Taught and developed original course material for classes in the Quinnipiac Game Design and Development program. Specialized in Game Lab classes, focusing on iterative design, playtesting, and analysis. Students learn how to make games in Unity, critically evaluate games, and work in small teams. Classes taught:

2016	Game Lab II, III, IV, V, and VI, Creativity and Computation
2015	Game Lab I, II, III, IV, V, and VI
2014	Game Lab IA, Game Lab IB, Game Lab III & IV

Feedtank, Brooklyn, New York ↗ 2004 - now
Co-founder, Interactive Director, Developer
Co-founded this Brooklyn-based studio that uses new technologies to create playful interactive experiences. Designed, developed and managed installation, game and app projects from start to finish. Feedtank has created interactive installations and systems for: Adidas, NCAA, IAC, Kyocera, Crunch Fitness, and the Harlem Children Zone. Feedtank has exhibited work at Art Basel Miami, DesignEdge in Singapore, NextFest in Chicago, and FILE in Sao Paulo. They've appeared in *WIRED*, *Adobe Magazine*, and on the Discovery channel.
Recently, Feedtank has focused on mobile app development, making apps for children properties (Poptropica, Sesame Street), brands (MaxMara) and real estate (Brookfield Properties). They recently self-released an award-winning iOS game, *Pangolin* ↗, that was featured by Apple in over 40 countries and downloaded over 650,000 times.

Teachley, New York, New York ↗ 2013 - 2014
Lead Interactive Designer, Developer
Worked as lead interactive designer and developer for this New York startup creating educational apps based on cognitive science research. Designed interactive and game scenarios for *Addimal Adventure* ↗, an iPad app that teaches single digit addition by using visual models to promote conceptual understanding and fact fluency.

SELECTED EXPERIENCE

Parsons School of Design, New York, New York ↗

2002 - 2008

Faculty

Taught and developed original course material for classes in Parsons School of Design's MFA and BFA programs in Design and Technology. Specialized in creative programming and game design classes.

2008	Game Design and Technology
2007	Game Media
2006	Game Media
2005	C++, Sound and Vision, Game Media
2004	Java I
2003	Programming and Computation Lab
2002	Flash & Actionscript

gameLab, New York, New York

2006

Interactive Designer, Developer

Worked with gameLab (an independent casual game company) and GlobalKids (a non-profit dedicated to educating children about global issues) as designer and lead developer in the creation of a game designed to teach kids about the challenges involved in getting an education in an impoverished country. Co-taught an after school class run by GlobalKids at an urban high school that involved students in the game's development. The game, *Ayiti: The Cost of Life* ↗, has been cited as best practice in the Games for Change community and won Best Simulation on Jay is Games in 2006. Play the game at BrainPop: <http://www.brainpop.com/games/ayitithecostoflife>. ↗

New School University, New York, New York

2004

Project Manager, Game Designer

Functioned as project manager and game designer in the creation of an online casual Flash game entitled *Swing State*. The game, funded by New School president Bob Kerrey, was designed to educate students about how the electoral college works. The production team consisted of two programmers, two artists, and an advising game designer.

Amorphic Robot Works, Lille, France ↗

2003

Interaction Designer, Software Developer

Worked with Time's Up at the Capitale Européenne de la Culture in Lille (over 90,000 attendees), to create a computer vision system to track gallery visitors. The system allowed visitors to interact with Chico MacMurtrie's *Amorphic Landscape*, an inflatable landscape that houses scores of Chico's robotic, instrument playing creations.

Developed a posture recognition system for *Skeletal Reflections*. In *Skeletal Reflections*, a participant walks up to a humanoid robotic sculpture and takes a pose. If the pose taken by the participant is recognized by the posture recognition system, the sculpture adopts the same pose.

LANGUAGES + LIBRARIES

C, C++, Objective-C, OpenGL, OpenFrameworks, Actionscript 3, Processing, Box2d, Java, PHP, CSS, XML, HTML, Javascript, jQuery.

SOFTWARE

Flash, Photoshop, Illustrator, InDesign, Flash Builder, Eclipse, XCode, Visual Studio, After Effects, 3D Studio Max, Blender.

EXHIBITIONS	WordPlay @ British Library, London, UK.	2016
	Now Play This – London Game Festival @ Somerset House, London, UK.	2016
	NYC Arcade @ NYU Game Center, New York, New York.	2015
	Polymechanon – Interactive Science Park @ Athens, Greece.	2010
	Performance with Mercury Rev @ The Stone, New York, New York.	2008
	Performance with Shelley Burgon @ The Schenectady Museum, Schenectady, New York.	2008
	Electronic Language Festival 2008 @ SESI, Sao Paulo, Brazil.	2008
	Art Basel @ GenArt Exhibition, Miami, Florida.	2007
	Enzimi Art Festival @ Mattatoio, Rome, Italy.	2007
	NextFest 2006 @ The Javits Center, New York, New York.	2006
	BAPLab @ The 3rd Ward , Brooklyn, New York.	2006
	DesignEDGE Conference & Expo @ Singapore Expo, Singapore.	2005
	NextFest 2005 @ Navy Pier, Chicago, Illinois.	2005
	Version Media Festival 2005 @ Zhou B. Center, Chicago, Illinois.	2005
	Interactive Multimedia Culture Expo @ Chelsea Art Museum, New York.	2005
	EA50 - 50 Emerging Artists @ HERE Art Gallery, New York, New York.	2004
	Feedtank @ Gaga Gallery, New York, New York.	2004
	Compact Impact @ TKNY, New York, New York.	2004
== @ Parsons Gallery, New York, New York.	2003	
Parsons Design + Technology , Rockefeller Center, New York, New York.	2002	
GRANDS FUNDED	Innovation Grant. Funded by Quinnipiac Uninverity, with Sheila Molony, Eileen Hermann, Carolyn Macicia, Greg Garvey, and Gary Pandolfi. \$8,000.	2016
	Innovation Grant. Funded by the Robert Wood Johnson Foundation, with Cory Boyd and Mary Ann Glendon. \$10,000.	2014 - 2015
	Investigator Stipend Award. Funded by Quinnipiac Uninverity.	2015
CONFERENCE PRESENTATIONS	Fictional Game Elements Workshop at CHIPLAY. Presented a paper entitled <i>The Behavior Pioneers Application: An Intentional Community Prototype</i> , Austin, TX.	2016
	Extending Play 3. Gave a presentation entitled <i>The History of Mark Making in Games</i> , New Brunswick, NJ.	2016
	NCIN Grand Finale Summit. Presented <i>Gaming the System</i> with Cory Boyd (Quinnipiac University) and Mary Ann Glendon (SCSU), Washington DC.	2015
CONFERENCE DEMOS	Extending Play 3. Presented game <i>Word After Word</i> , New Brunswick, NJ.	2016
	IEEE Games, Entertainment & Media. Presented <i>Factor: A Game About Matching Common Factors</i> , Toronto, Canada.	2015
	Edugaming Conference, Presented game <i>Factors</i> , Schnecksville, PA.	2015
PAPERS	Warren, Jonah, <i>The Behavior Pioneers Application: An Intentional Community Prototype</i> , CEUR Workshop Proceedings, October. ↗	2016
	Boyd, Cory; Warren, Jonah; Glendon, Mary Ann, <i>Gaming the System: Developing an Educational Game for Securing Principles of Arterial Blood Gases</i> , Journal of Professional Nursing, May. ↗	2016

AWARDS

Apple Design Award for Teachley: Addimal Adventure , Apple. ↗	2014
Best Mobile Arcade Game of 2012 for Pangolin , Jayisgames. ↗	2012
Bob the Builder Website , American Library Association Great Website for Kids. ↗	2008
Best Simulation of 2006 for Ayiti: The Cost of Life , Jayisgames. ↗	2007
First Place - Street Art Category for Dance Floor Moves , Third Place Gallery.	2004

FEATURES +
PRESS

Advance for Nurses , <i>Quinnipiac Students Create Game about Arterial Blood Gas Analysis</i> . ↗	2015
Hartford Business Journal , <i>QU wins \$10K grant to create web game for nursing students</i> . ↗	2014
#5 of Best Free Games for iPhone and iPad for Pangolin , Macworld UK. ↗	2013
New and Noteworthy in 40+ Countries for Pangolin , by Apple in AppStore.	2013
Adobe Magazine , <i>New Interactive Spaces</i> , interviewed about work and process. ↗	2008