

Jonah Warren

Game Design, Interaction Design, Development

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| EDUCATION | <p>Parsons School of Design, New York, New York ↗ 2003</p> <p>Masters of Fine Arts degree in Design and Technology</p> <p>Honors: Valedictorian, Dean's Scholarship</p> <p>Thesis: Unencumbered Full Body Interaction in Video Games ↗</p> |
| | <p>Bowdoin College, Brunswick, Maine ↗ 1999</p> <p>Bachelor of Arts degrees in Computer Science and Visual Art</p> <p>Honors: Magna Cum Laude, James Bowdoin Scholar, Dean's List</p> |
| SELECTED EXPERIENCE | <p>Quinnipiac University, Hamden, Connecticut ↗ 2014 - now</p> <p>Assistant Professor of Game Design and Development</p> <p>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 learned how to make games in Unity, critically evaluate games, and work in small teams. Classes taught: Game Lab I, II, III, IV, V, and VI, Creativity and Computation, Game Design II.</p> |
| | <p>Feedtank, Brooklyn, New York ↗ 2004 - now</p> <p>Co-founder, Interactive Director, Developer</p> <p>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. Created interactive installations and systems for: Adidas, NCAA, IAC, Kyocera, Crunch Fitness, and the Harlem Children Zone. Exhibited work at Art Basel Miami, DesignEdge in Singapore, NextFest in Chicago, and FILE in Sao Paulo. Appeared in <i>WIRED</i>, <i>Adobe Magazine</i>, and on the Discovery channel.</p> <p>Developed mobile apps for children properties (Poptropica, Sesame Street), brands (MaxMara) and real estate (Brookfield Properties). Released an award-winning iOS game, <i>Pangolin</i> ↗, that was featured by Apple in over 40 countries and downloaded over 700,000 times.</p> |
| | <p>Teachley, New York, New York ↗ 2013 - 2014</p> <p>Lead Interactive Designer, Developer</p> <p>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 <i>Addimal Adventure</i> ↗, an iPad app that teaches single digit addition by using visual models to promote conceptual understanding and fact fluency.</p> |
| | <p>Parsons School of Design, New York, New York ↗ 2002 - 2008</p> <p>Faculty</p> <p>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. Classes taught: Game Design and Technology, Game Media , C++, Sound and Vision, Java I, Programming and Computation Lab, Flash & Actionscript.</p> |

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| SELECTED EXPERIENCE | gameLab, New York, New York Interactive Designer, Developer | 2006 |
| | Worked with gameLab (an independent casual game company) and GlobalKids (a non-profit that educates 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. The game, <i>Ayiti: The Cost of Life</i> ↗ , has been cited as best practice in the Games for Change community and won Best Simulation on Jay is Games in 2006. | |
| | New School University, New York, New York Project Manager, Game Designer | 2004 |
| | Functioned as project manager and game designer in the creation of an online casual Flash game entitled <i>Swing State</i> . The game, funded by New School president Bob Kerrey, was designed to educate students about how the electoral college works. | |
| | Amorphic Robot Works, Lille, France ↗ Interaction Designer, Software Developer | 2003 |
| | Worked with Time's Up at the Capitale Européenne de la Culture in Lille, to create a computer vision system to track gallery visitors. The system allowed visitors to interact with Chico MacMurtrie's <i>Amorphic Landscape</i> , an inflatable landscape housing scores of instrument-playing robots. | |
| | Developed a posture recognition system for <i>Skeletal Reflections</i> . In <i>Skeletal Reflections</i> , 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, Java, PHP, CSS, XML, HTML, Javascript, jQuery. | |
| SOFTWARE | Unity, Photoshop, Illustrator, InDesign, Flash, Eclipse, XCode, Visual Studio, After Effects, 3D Studio Max, Blender. | |
| PRESENTATIONS | The Game Developer's Conference. Spoke about <i>Sloppy Forgeries</i> at <i>The Experimental Gameplay Workshop</i> . San Francisco, CA. | 2019 |
| | Collaborative for Interdisciplinary Studies Symposium. On a panel for <i>Coming Home: Art and the Great Hunger: A Case Study in Game Development for an Exhibition</i> , Quinnipiac, Hamden, CT. | 2018 |
| | A MAZE Festival 2018. Gave a talk entitled <i>The Act of Drawing in Games</i> , Berlin, Germany. | 2018 |
| | CUNY Games Conference 4.0. Gave a talk entitled <i>Facilitating Successful Collaborations in the Creation of Educational Games for Nursing Students</i> , New York, NY. | 2018 |
| | WordHack. Gave a presentation about the use of massive language datasets in my games at Babycastles Gallery, New York, NY. | 2017 |
| | 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. | 2015 |
| | NCIN Grand Finale Summit. Presented <i>Gaming the System</i> with Cory Boyd and Mary Ann Glendon, Washington DC. | 2014 |

| EXHIBITIONS | | |
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| | Whaaat!? Festival @ Colorado University. Boulder, Colorado. | 2019 |
| | Bit Bash at MSI @ Museum of Science and Industry, Chicago, Illinois. | 2019 |
| | IndieCade eSports Showcase @ E3, Los Angeles, CA. | 2019 |
| | Loco Local 5 @ Dolphin Design Center, Baltimore, MD. | 2019 |
| | Day of the Devs GDC Edition @ The Game Developer's Conference, San Francisco, CA. | 2019 |
| | Indie MEGABOOTH @ The Game Developer's Conference, San Francisco, CA. | 2019 |
| | Yorkshire Games Festival @ The National Science and Media Museum. Bradford, UK. | 2019 |
| | Miami @ Play @ Filmgate Miami Interactive Festival, Art Basel, Miami, FL. | 2018 |
| | Day of the Devs @ The Midway, San Francisco, CA. | 2018 |
| | Print Screen Festival @ Design Holon Museum, Holon, Israel. | 2018 |
| | Fantastic Arcade @ Alamo Drafthouse Mueller, Austin, Texas. | 2018 |
| | Terminus Conference and Festival @ Hilton Atlanta, Atlanta, GA. | 2018 |
| | Games by the Sea @ C:\SideQuest, Brighton, UK. | 2018 |
| | Wallpaper @ Babycastles, New York, NY. | 2018 |
| | AMAZE Festival @ Urban Spree, Berlin, Germany. | 2018 |
| | Leftfield Collection, EGX Rezzed @ Tobacco Dock, London, UK. | 2018 |
| | Death By Audio Arcade Demo Night @ Cloud City, Brooklyn, NY. | 2017 |
| | Games Are For Everyone @ The Caves, Edinburgh, UK. | 2017 |
| | SAAM Arcade @ Smithsonian American Art Museum, Washington DC. | 2017 |
| | AMAZE Festival @ Haubentaucher, Berlin, Germany. | 2016 |
| | WordPlay @ British Library, London, UK. | 2016 |
| | Now Play This – London Game Festival @ Somerset House, London, UK. | 2015 |
| | NYC Arcade @ NYU Game Center, New York, New York. | 2010 |
| | Polymechanon – Interactive Science Park @ Athens, Greece. | 2008 |
| | 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. | 2007 |
| | Art Basel @ GenArt Exhibition, Miami, Florida. | 2007 |
| | Enzimi Art Festival @ Mattatoio, Rome, Italy. | 2006 |
| | NextFest 2006 @ The Javits Center, New York, New York. | 2006 |
| | BAPLab @ The 3rd Ward, Brooklyn, New York. | 2005 |
| | 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. | 2004 |
| | EA50 - 50 Emmerging Artists @ HERE Art Gallery, New York, New York. | 2004 |

| GRANDS FUNDED | | |
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| | Investigator Stipend Award. <i>Imitative Counterpoint.</i> Funded by Quinnipiac Univerity. | 2019 |
| | Investigator Stipend Award. <i>Bridge Words.</i> Funded by Quinnipiac Univerity. | 2017 |
| | Innovation Grant. Funded by Quinnipiac Univerity, 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. <i>A Full Bodied Play Authoring Tool.</i> Funded by Quinnipiac Univerity. | 2015 |

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| CONFERENCE EXHIBITIONS | IEEE Games, Entertainment & Media. Presented VR game <i>Imitative Counterpoint</i> , New Haven, CT. | 2019 |
| | 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 |
| PUBLICATIONS | Warren, Jonah. <i>Tiny Online Game Engines</i> , IEEE Games, Entertainment and Media Proceedings. (Forthcoming) | 2019 |
| | Warren, Jonah. <i>Teachley: Addimal Adventure. Chapter in Learning, education & games vol. 3: 100 Games to Use in the Classroom & Beyond</i> . ETC Press (Carnegie Mellon). (Forthcoming) | 2019 |
| | Warren, Jonah. <i>Ayiti: The Cost of Life. Chapter in Learning, education & games vol. 3: 100 Games to Use in the Classroom & Beyond</i> . Pittsburgh, PA: ETC Press (Carnegie Mellon). (Forthcoming) | 2019 |
| | 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. ↗ | 2016 |
| | Warren, Jonah. <i>The Behavior Pioneers Application: An Intentional Community Prototype</i> , CEUR Workshop Proceedings. ↗ | 2016 |
| AWARDS | FilmGate 2018 Best Game Award, Miami @ Play Filmgate Miami Interactive Festival. | 2018 |
| | Human Human Computer Multiplayer Award for Word After Word, AMAZE Awards. | 2017 |
| | 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 | |
| CONFERENCE POSTERS | Warren, J., Molony, S., Maicica, C., Herman, E., Garvey, G, Pandolfi, G. <i>Student-Designed Learning Mini-Games in Higher Education for Use in the Classroom: Creating an Educational Video Game About Pharmacology with Game Design and Nursing, A Case Study</i> . Meaningful Play, Lansing, MI. | 2018 |
| | Warren, J., Garvey, G. Francois, B. <i>Coming Home: Art and the Great Hunger: A Case Study in Game Development for an Exhibition</i> . IEEE Games, Media and Entertainment. Galway, Ireland. | 2018 |
| | Molony, S., Warren, J., Macica, C., Hermann, E., Garvey, G., Pandolfi, G. <i>Developing a Pharmacology Mini-Game</i> . AACN Baccalaureate Education Conference. Atlanta, GA. | 2017 |
| FEATURES + PRESS | Softonic, Top 7 IndieCade Games of E3 2019. ↗ | 2019 |
| | Paste Magazine, The 10 Best Games of GDC 2019. ↗ | 2019 |
| | Game Informer, The Best Indie Games of GDC 2019. ↗ | 2019 |
| | US Gamer, Indie Games We Loved at GDC 2019. ↗ | 2019 |
| | Fox61, Quinnipiac professor's video game wins acclaim. | 2018 |
| | Gamespot, 10 Exciting Games You May Not Know About. ↗ | 2018 |
| | Eurogamer, EGX Rezzed 2018: The best games from this year's show. ↗ | 2018 |
| | Advance for Nurses, Quinnipiac Students Create Game about Arterial Blood Gas Analysis. | 2015 |
| | Hartford Business Journal, QU wins \$10K grant to create web game for nursing students. | 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, New Interactive Spaces, interviewed about work and process. ↗ | 2008 | |